CRUCIAL SINCLAIR SPECTRUM READING!

A NEWSFIELD PUBLICATION
No.91 AUGUST 1991
£2.20 WITH CASSETTE
DM 12.50, 475 PTAS

CRASH
ZX SPECTRUM



GROOVY
NEW LOOK
ISSUE!
More pages!
More screen shots!
More games!

ON YOUR FAB POWERTAPE:

THUNDERJAWS
Complete level!

STAR BURST
Complete game!

INTO AFRICA
Complete game!

NEXOR
Complete game!

ROCKFALL 2
Complete game!

POKEMANIA
Tips on tape!

IF YOU CAN READ THIS, SOMEONE'S HOLDING YOUR BRILL POWERTAPE AND FREE MAPS POSTER! CHECK WITH YOUR NEWSAGENT NOW!

EXCLUSIVE!

Schwarzenegger blasts back in Ocean's TERMINATOR 2

23 NEW SPECCY GAMES REVEALED!
More news, reviews and previews than any other Speccy mag!

SCOOP REVIEW!
Secret agent thrills in
THUNDERJAWS

08
9 770954 866052

Win a GAME GEAR The Sega Sensation!

The Sega Game Gear is the latest hand-held sensation to come out of Japan, and you could be one of the first in your neighbourhood to get your hands on it as we're giving one away! We'll bung in a free game too! So...



Call 0898 299225

Win a SUPER FAMICOM!



The Nintendo Super Famicom is probably the most eagerly awaited new console to hit the streets ever! We've got our hands on one, and as much as we'd like to keep it ourselves we'll be giving it away along with a Commodore monitor and the brilliant game "Super MarioWorld"! So if you'd like this lot heading in your direction sometime soon, give the number below a call right away!!

0898 299273

Calls cost 34p (cheap rate) and 45p (at all other times) per minute including VAT.
Populuxe, PO Box 2065, London, W12 9JH

Pocket a Pool Table!



If you fancy being the ace pool player on your block, what better way to do it than by winning this Thurston League Pool Table? We'll deliver it to you, and it comes with everything you'll need!!

Phone 0898 299 287

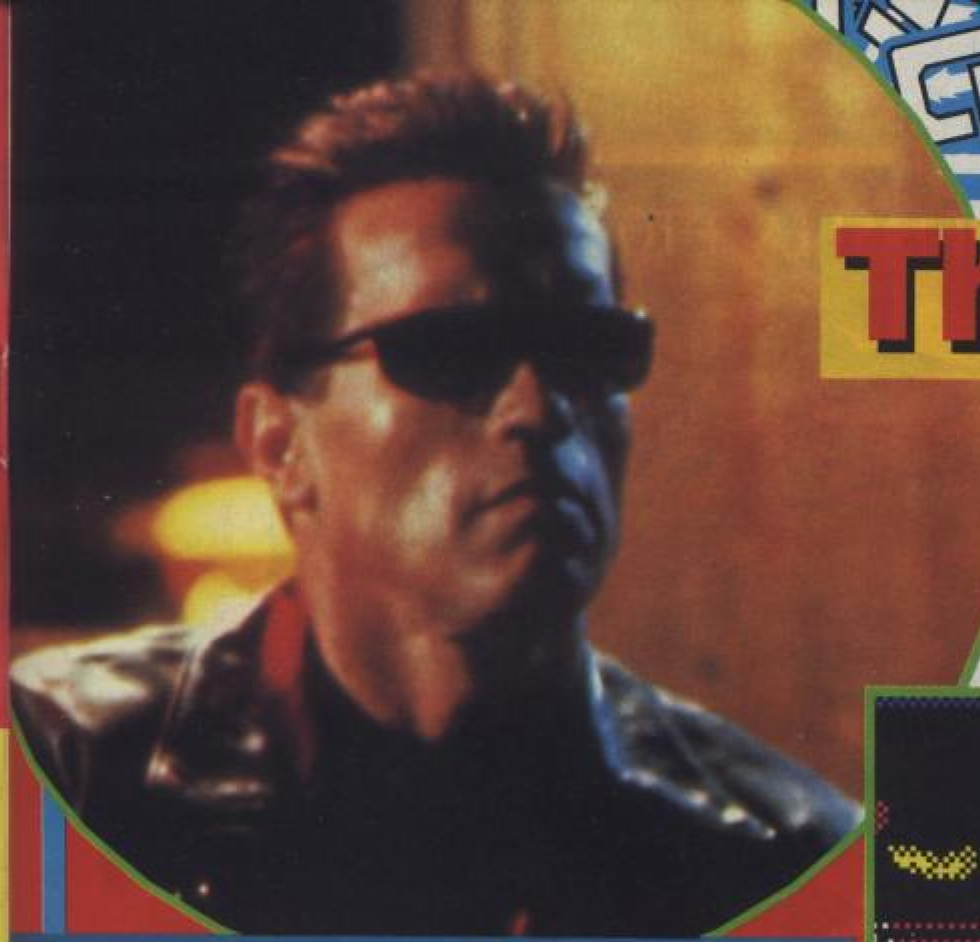
Win an AMIGA System!



Who could say no to winning an Amiga 500 with a colour monitor, a colour printer and 12 fantastic free game?! Nobody. So what are you waiting for?!!

Call 0898 299233 Now!

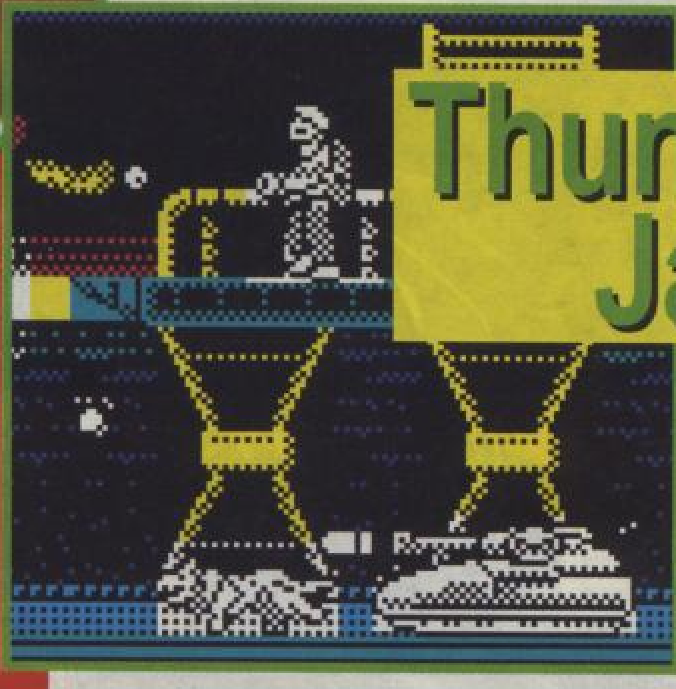
For details of winners please send a SAE marked "Winners List" to the address shown. If you do not pay the bill please ask permission before you call as the average length of call is 5.5 minutes.



This issue...

Terminator 2

Ocean's fab new film licence explodes onto the Speccy and we saw it first! Find out all about it on PAGE 18



Thunder Jaws

Can the made Madame Q be stopped in her evil plan to take over the world? No probs! Discover all in the exclusive review on PAGE 14

★ Regulars ★

Plus in Games City...

Game Thrills...page 5

Check it out! Mega-play action on this month's packed Powertape with:

- **THUNDERJAWS** demo from Tengen/Domark!
- **STAR BURST** full game from J Gardener!
- **INTO AFRICA** full game from Hewson!
- **NEXOR** full game from Design Design!
- **IROCKFALL 2** full game from I & A Collier!
- **POKEMANIA** your monthly dose of tips on tape!



Conversion by John Wildsmith





SPECTRUM 48/128K cassette £10.99

Thalamus, 1 Saturn House, Calleva Park, Aldermaston. Berkshire RG7 4QW Tel 0734-817261

ENTER A NIGHTMARE WORLD...

Two freedom fighters lost in the horror of a deadly galaxy are a lone force: their own control and determination are the only things standing between them and oblivion.

Enter the forbidden zone — give the alien H'siffians hell!

Armalyte is classic shoot-'em-up action. Level after stunning level of annihilation galore — a brilliant blaster to knock others for six!

game thrills

Bring your speccy alive with another stack of games!

THRILLS ON TAPE

Where to find the action!

SIDE A
ThunderJaws — level one
StarBurst
Into Africa

SIDE B
Nexor
Rockfall 2
Pokemania

Check the inlays for loading instructions. Should your Powertape tape prove faulty, send it in its box to: NEWSFIELD, CRASH TAPE CLINIC AUGUST (91), Ludlow, Shropshire SY8 1JW. A healthy Powertape will wing its way back to you! Please allow 28 days for delivery (though we'll try to be quicker).

ThunderJaws

PLAYABLE DEMO

★ It's ace! Play the first two bits of Tengen's latest smash!

Deep down in the murky waters of the ocean lie the evil Madame Q's headquarters. It's not exactly convenient for the shops, but she's not interested in shopping. She's far more interested in taking over the world with her crazy army of cybernetic fighters and lizard warriors! And you can have a go at stopping her!

Here it is — your chance to take a look at Tengen's latest smash *ThunderJaws* and see how completely brill it is. You've got parts one and two of level one, in their entirety.

In part one you're swimming along the route to Madam Q's HQ but the water's patrolled by cyber-sharks and lethal enemy divers. Blast all you see with your harpoon gun and make your way to the door which leads into the first of Madame Q's bases. Don't forget to pick up any weaponry the opposition drop and use it best you can.

In the second bit you've removed your scuba gear, leaving you free to roam the base. But, look out!, loads of particularly violent creatures are also lurking around the place. Swiftly dispose of them with your weapon. You can leap onto the platforms and annihilate the guards up there, but watch out for lasers and other booby traps that line the route!

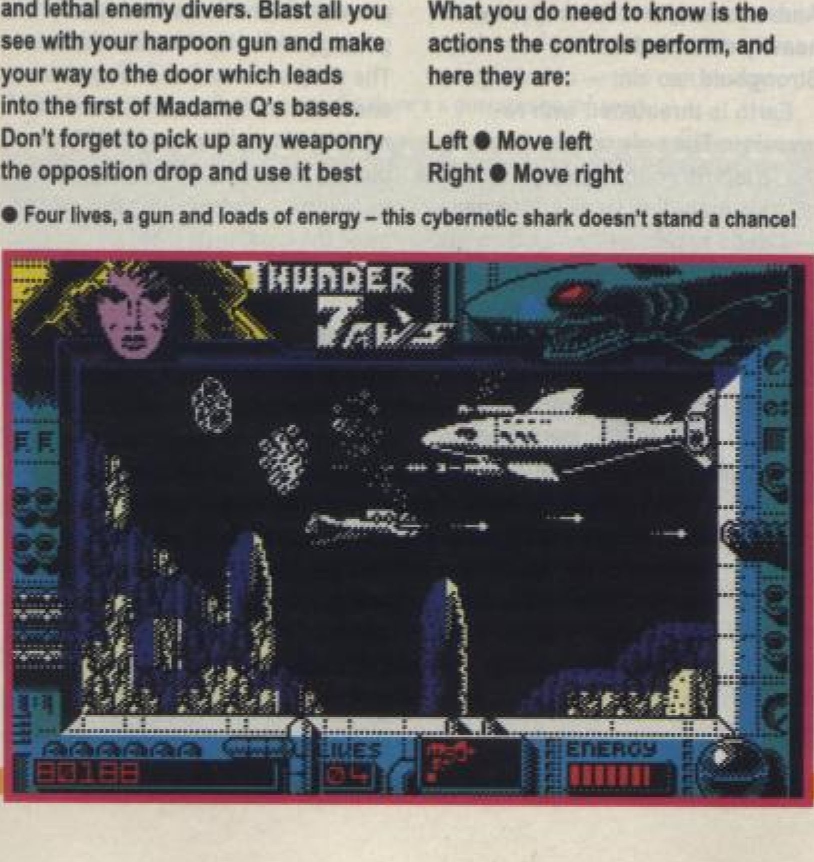
And that's it! As you can see, the whole caboodle is a bit of spiffy Speccy programming and a really good game to boot. And for that full *ThunderJaws* experience, why not pop down to your local software emporium and pick up a copy today (you'll be glad you did).

CONTROLS

Easy — it's on keyboard (with definable keys) or joystick controls. What you do need to know is the actions the controls perform, and here they are:

Left ● Move left
Right ● Move right
Up ● Short jump/Climb ladder
Down ● Duck
Up + Left ● Jump left
Up + Right ● Jump right
Up + Fire ● High jump (to get onto platforms)
Down + Fire ● Jump down

● Four lives, a gun and loads of energy – this cybernetic shark doesn't stand a chance!



Into Africa

FULL GAME

★ Sprawling arcade adventure from Hewson!

Africa! Vast, isn't it? It's got, like, loads of spook countries all wrapped in one huge continent. It's got deserts, jungles, lakes and lots of people who fight for their native freedom and that sort of thing. Yes, as you may have guessed, we haven't much of a clue about Africa at all. We've never been there (though Oli's planning to go in September). But, here's your passport to an African adventure, it's *Into Africa*, a great arcade adventure which has you performing all kinds of daring escapades (under the guise of many different characters).

Under the rule of Chief Kasula, holder of the Golden Mask, the 35 tribes that inhabit an area of Africa have lived peacefully for many years. But now the Chief is diseased and dying, and the mask has been stolen. The tribes have drifted apart and face extinction when their land is invaded by rebel forces from the southerly neighbouring country. The rebels, desperate for supplies, are attacking villages. Your task is to find the mask and reunite the tribes in order to defeat the rebels.

The location of the mask is shown on the map, which is split into ten pieces and located in ten sections spread throughout the region. Only Professor Caine can piece together the map. Once it's complete Warden Harry Smith can use it to locate and retrieve the mask and return it to the Chief. This gives you control over all the characters.

Most characters can be recruited individually if approached by someone who has the allegiance. Since the Chief holds most of their allegiances he has to be cured by a vaccine that only Doctor Awari can administer (she's got to find it first).

Rebels invade in units of 40. Between the waves of rebels, grass fires sweep the land, destroying everything in their path (only on the flat plains). Fires can be put out by the characters, but they should only attempt to extinguish burning grass otherwise they may be killed.

The land is occupied by many animals for which everyone has respect for; no-one can move onto land where an animal stands (so, plotters, rebels are diverted by animals). There are, however, big game poachers who systematically kill the wildlife (making things easier for the rebels). Poachers can be killed.

The bottom row of the screen shows all available commands, with the current command highlighted. To



● Warden Harry Smith is about to change — evening wear, one wonders

select a command, move the highlighter using left and right, and press fire to select. And this is what the commands do:

CHANGE Allows you to change character. Only the characters recruited are shown. There are 40 controllable characters and eight radio operators.

STATUS Shows the status of the current character's strength, location, petrol, men, supplies and water. Strength is dependent on water and supplies.

NIGHT When all characters have completed their moves, select this icon. All rebels and poachers make their moves at night. Combat takes place at night.

MAP Shows the portions of map collected by the Professor.

RECRUIT When a character moves into the same location an an unrecruited character, this command recruits him (depending on his allegiance).

DRIVE The five main characters can use this command to drive a jeep. This allows them to move further in a day and to travel at night. You cannot drive through the jungle, mountains or lakes.

WALK Enables a driving character to leave a jeep.

RECORD Saves current game position.

INFO Shows the status screen and a chart of the surrounding locations and who's occupying them.

MOVE Advances a character to the location he's facing.

ROTATE Enables a character to face a new direction. Use the left and right controls to rotate a character and fire to select direction.

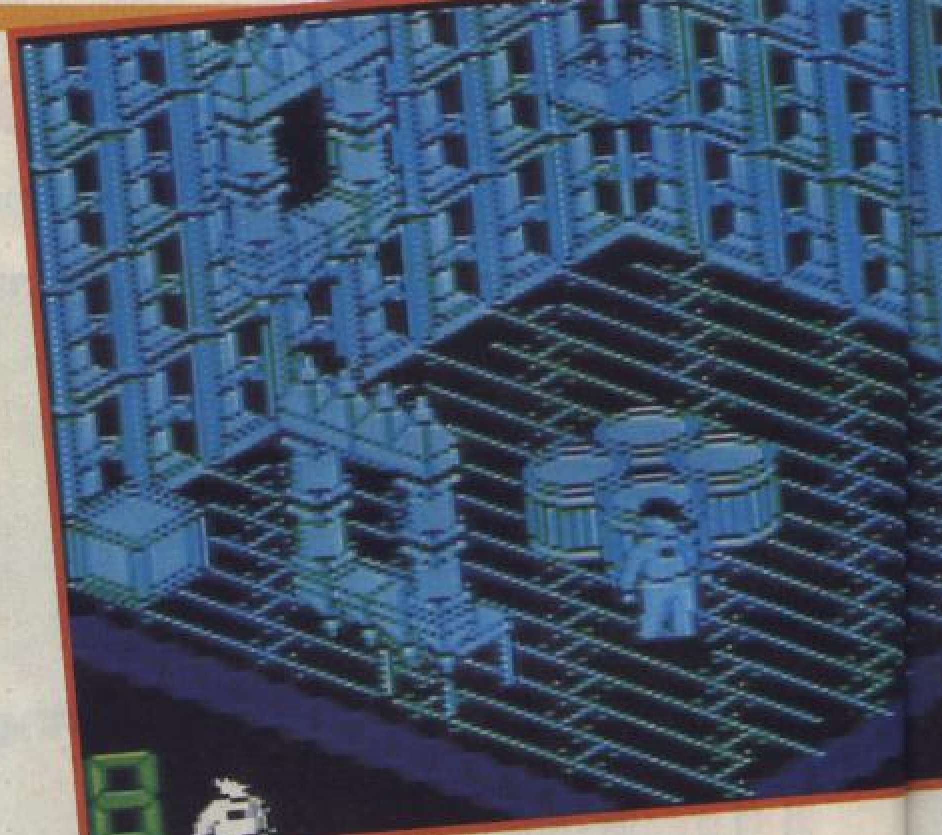
RADIO If your character is at a radio or warden's station he can call up any of the eight radio stations. You're shown a chart of the area surrounding the radio station and the occupants of that area.

TIPS!

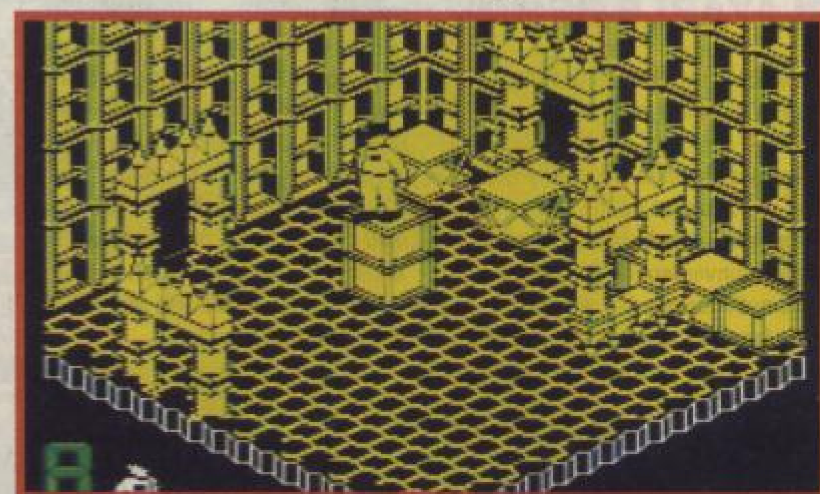
- Supplies are found at all villages, radio huts, missionary huts and warden stations.
- Water is taken from lakes.
- Petrol is found at radio huts, missionary huts and warden stations.
- The vaccine can be found at the village of Jaba.
- The mask can be found east of the village of Talodi.
- The game only ends when you've successfully completed the task. It's up to you to decide if a game has become impossible to complete (eg, the Chief dies or Warden Harry Smith is killed before delivering the mask).

CONTROLS

Make your way into Africa using the keyboard controls, which are: N/left, M/right and SPACE/fire.



● Look, it's Phil Collins and his drum kit. C'mon Phil, give us a tune



● And here's Phil about to perform a suicidal leap (don't think he's high enough, really)

nexor

Full Game!

★ In which you have to save the universe — again

What goes 'tick, tick, boom!'? That's right, a bomb. So, what goes 'TICK, TICK, BOOM!'? Yup, a very large bomb, not unlike the one that's currently ticking away in this game. Let's take a closer look at what's going on...

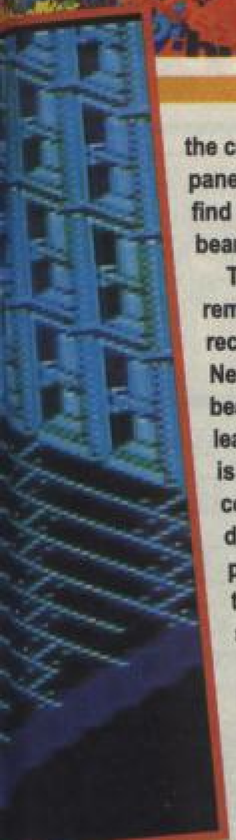
The military forces of Earth have repelled the Andromedan attackers. The only remaining Andromedan forces occupy the heavily defended Orion Stronghold.

Earth is threatened with re-invasion. The only way to eliminate the Orion Stronghold is by cutting off its supply link from Andromeda — a huge hyperspatial link through which ordnance and supplies pass.

The military forces of Earth created a weapon to destroy the link, codenamed Nemisis, and installed it on the NEXOR (Nemisis EXperimental and Operational Research) planet. But (but! BUT!) as all the members of NEXOR, expect for one lone security officer, were at a conference deliberating the date of Nemisis' deployment, the Andromedans invaded NEXOR.

Now — quelle suprise — that lone survivor is you and it's your job to prevent the Andromedans from getting hold of the Nemisis device. The device is made of five modules and there are five duplicates of the models, also within the NEXOR planet. These ten modules must not be taken by Andromedan forces, nor must the blueprints (held on magnetic tape).

The only way out of the NEXOR complex is via the Matter Transfer Beam (MTB), but its control panel was shattered in the Andromedans' attack. There's also a self-destruct system which will destroy the complex and its contents. The tape blueprints must be recovered as their hardened case could survive the explosion, and preventing the blueprints falling into Andromedan hands is your overall objective.Additionally, you have to get the MTB operational, searching



the complex for the control panel's spare components, find the blueprints and beam them to safety.

There now only remains the problem of recovering the ten Nemisis modules and beaming them away. At least one of each module is required to recover a complete Nemisis device, enabling the planned deployment to take place. This is your second objective.

Any modules that fall into the hands of the Andromedans can be destroyed by the self-destruct system.

There's a time limit here as an Andromedan shuttle is expected to transport any captured modules away for examination. It's up to you (help!).

CONTROLS

Prevent all kinds of disaster using the keyboard or joystick control. Joystickers need to plug into a Kempston, Protek or Sinclair interface, and keyboard players, your controls are redefinable! Hurrah!

KNOW YOUR BLOBBY BITS!

SPACE ● A black square; anything that moves can happily trundle through it.

GRASS ● A green square; you can walk through this leaving a trail of black spaces behind. Rocks are often supported by grass, so when the grass is removed the rock falls (hence the title!).

ROCKS ● Round, red and hard! They can be supported by grass or any other solid object. You can support rocks if they haven't already fallen — but if one comes hurtling toward you, step outta the way, pronto! Single rocks can be pushed sideways, if there's space available.

WALLS ● Inner walls have a red and yellow brick pattern and outer walls, which only appear at the edge of a level, are blue and yellow. Nothing can pass through walls — though you can destroy inner walls with a controlled bomb explosion.

EXIT ● A large E in a square. Beware of burying and blowing up an exit, if you do the level can't be completed.

JEWELS ● Yellow diamond objects. These fall exactly like rocks and lose you a life should they collide with your head. The exit only appears when you've collected the required amount of diamonds.

BOMBS ● The purple bombs can be pushed but explode when they reach the end of their fall, destroying nine surrounding squares.

ALIENS ● The three types of aliens can only move in black spaces and can be killed by dropping a rock or bomb on them.

● Finally, time for a rousing hurrah for all these CRASH readers and their amazing maze designing skills which brought this little gem of a game to life: Paul Howard, Workinham; Claire Priestly, Cronton, Cheshire; Ben Wyatt, Norwich; Paul McKeown, St James, Northampton; Mrs C Miller, Gorleston, Norfolk; John and Alan Sheilds, Hull; Richard Collin, Romanby, North Yorks; and of course, Andrew and Ian Collier for dreaming up the shebang in the first place. Hurrah! Wot a clever lot you all are!

Rockfall 2

✶ Full game! ✶

★ It's the most eagerly awaited Powertape sequel!

Here it is! *Rockfall 2* — the sequel to the game that had everyone blending their brains last year! The puzzles are more devious because they've not only been created by *Rockfall*'s authors, Andrew and Ian Collier, but also CRASH readers have designed some of the levels (and there are 20 of the bloomin' things)!

The object of *Rockfall 2* is to collect the required amount of jewels from each level; the number you need is shown at the bottom right-hand corner of the screen. When you've done that, an EXIT sign appears — usually in some hard-to-reach place — and you're whizzed off to the next level.

When a game is finished and you've entered your high score into the table (which can be saved out), the title screen is displayed, showing the highest level reached. If you get past level zero you're asked which level you wish to be transported to — this can be any number between zero and the highest level you've reached.

● This is no time to perform a merry jig, there's a guardian on the way!





● It's him — the hero with no name in a screen that looks like something from the *Attack of the Killer Tomatoes*

CONTROLS

Bash boulders using the keyboard. The controls keys are definable but don't use H, that's pause, and you press P to begin play!

Starburst

✧ Full Game! ✧

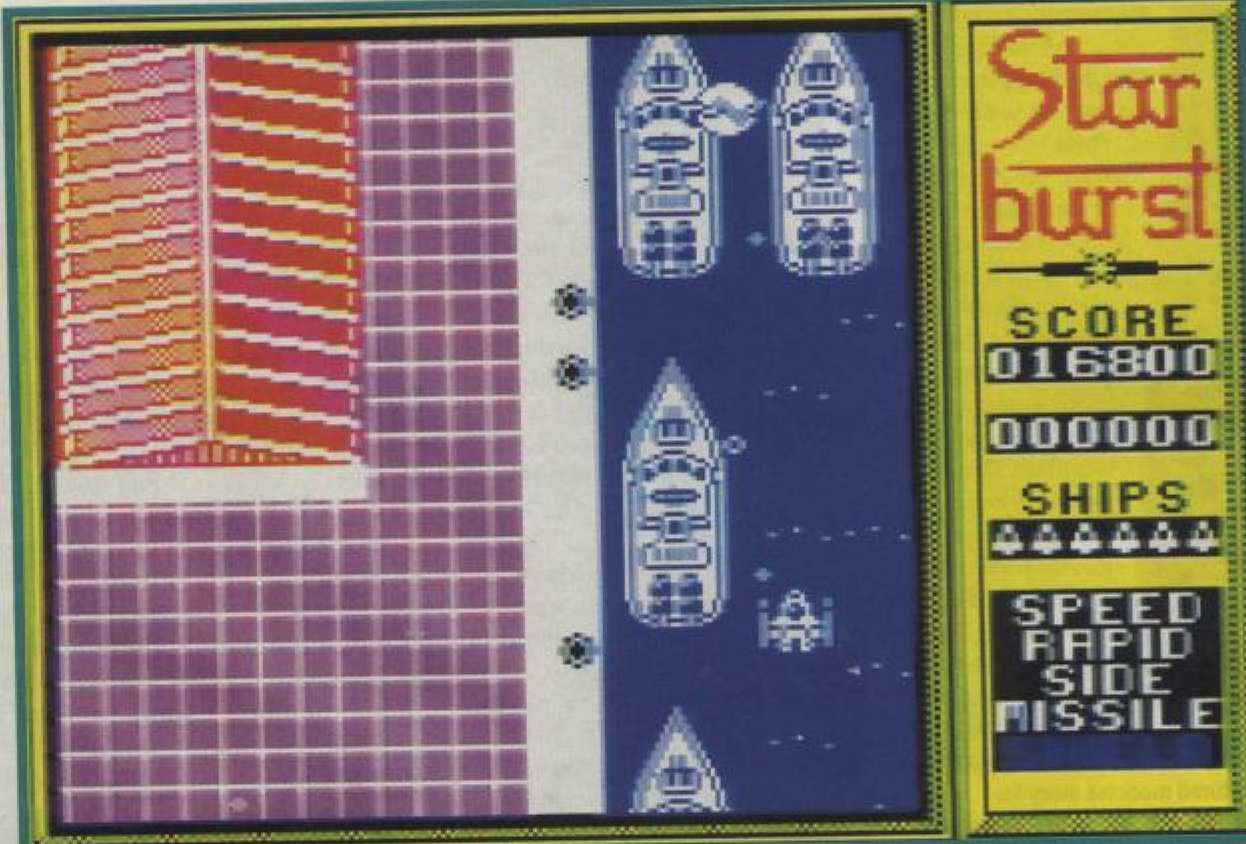
Shoot till you poop! Action all the way in shoot-'em-up style! Aliens — they're the scourge of the universe. Nasty bug-eyed greenies, equipped with advanced technology (the rotters) and always up to mischief. Especially invading, which is something all aliens seem to be particularly good at. And here they come again, keen to wipe out the Earth's population. Against them? One lone fighter. And that's you. The lethal assault has begun, aliens already swarming over the planet.

The aliens have invaded five different areas, each area makes up one of *StarBurst*'s levels.

Your first job is to halt further alien waves breaking into the Earth's atmosphere by assaulting the alien waves deep in space. Shoot to kill as the backdrop scrolls (rather well, don't you think?) past. Here a good tactic is to collect as many of the power-up icons (small shields) as possible to increase your ship's strength. Here's what you can bolt on:

- **SPEED:** Power-up your ship's speed (obviously); the faster you move the quicker you can dodge the aliens' shots.
- **RAPID FIRE:** Let rip on your attacking foes with a powerful cannon which pumps extra fire at a rate of knots!
- **SIDE SHOTS:** Get those sneaky bug-eyed greenies that creep round the side of your ship with this horizontally-firing weapon!
- **HEAT-SEEKING MISSILES:** An essential! Press fire and a missile is released, hunting down and destroying the nearest attacker.
- **TEMPORARY SHIELD:** Relax for a moment as you ship becomes invincible (but not for long, though)!

As you complete each level you're transported to the next invaded zone. As you progress through the five levels the alien attackers become more powerful and it may take more than one shot to eliminate them. Alien fire is lethal and a hit from their shots causes the loss of one of your lives and the loss of a bonus power-up.



● Over area two in *StarBurst* — watch out for the alien, cunningly disguised as a hamburger

By the time you reach the end of level five, make sure you've got all bonus weaponry on board — you'll need it: there lurks a huge mother alien ship! Screeeeam!

CONTROLS

Blast away to your heart's content with controls either joystick or keyboard based. On keys it's Q/up, A/down, O/left, P/right, SPACE or M/fire, X/pause, Q(in pause mode)/quit. Joystick players need to plug into either a Sinclair or Kempston interface.

Oh, and before we forget, a big round of applause for *StarBurst*'s creator Jim Gardener of Mind's Eye Software Development (clap, clap, clap).

● Collect the bonus shield to build up your fighter's power



don't forget!

YOUR GAME COULD BE ON THE CRASH POWERTAPE!

(And earn you a bit of dosh!)

Instant fame could be yours if you've written a Speccy game that's upto Powertape standard. Yes, we're on the hunt for the best games from the creative talents of CRASH readers. There have been loads of excellent games over the past few months that have appeared on the tape — classics such as *Rockfall 2, Shuriken, Soccer Cup Football, Countdown to the Death* and many, many more! Breaking into the glamourous world ('hem 'hem) of Speccy publishing couldn't be easier! Just send us your game on cassette or disk, with a letter explaining the gameplay, and if it passes the reviewers' tests we'll put it on the Powertape! The address is: NEWSFIELD, CRASH POWERTAPE DEPT, LUDLOW, SHROPSHIRE SY8 1JW. Don't forget to include the Powertape form. Without one we won't even sniff your entry!

GET YOUR GAME ON THE CRASH POWERTAPE!

★ Got a game you've written and would like us to consider it for publication? Then send it to us with this form! We'll evaluate it and let you know whether it's suitable and how much you'll get for your masterpiece if we go ahead! Please remember to enclose full playing instructions!

Name ....

Address..

....

....Postcode..

Telephone (daytime):..

Telephone (evening):..

IMPORTANT!

Please sign this declaration:

● This program is submitted for publication by CRASH Ltd. It is wholly my/our own work and I/we agree to indemnify CRASH against any possible legal action should copyright problems arise. This game is not being considered for publication by any other magazine or software house and I/we will inform you in writing in the event of this happening.

Signed..

Date..

Remember we will NOT consider any game for publication if you do not enclose this form (or a photocopy) with your game.

Send game and coupon to: Newsfield, CRASH POWERTAPE DEPT, Ludlow, Shropshire SY8 1JW.

Well, toast my tea-cakes, it's

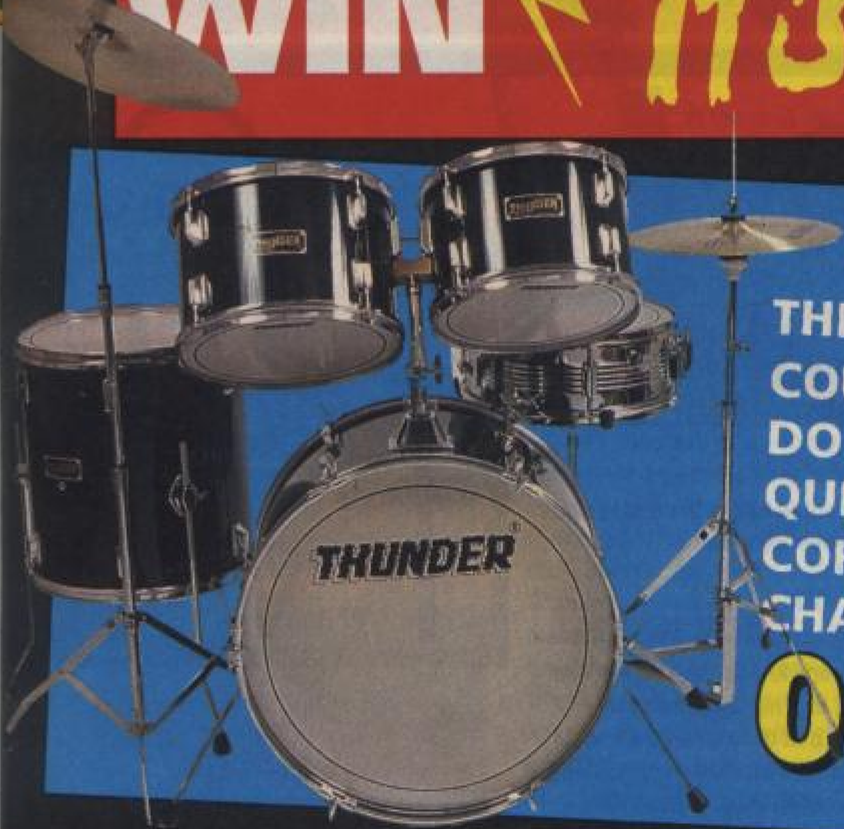
POKEMANIA!

● Graham 'Turbo' Mason has been hacking away to bring you another instalment of those gamebusting pokes to cheat your way to success!

- Tornado ECR ● Cheat menu
- 750cc ● Always qualify and infy time
- Licence to Kill ● Invincible
- Red Head ● Invincible
- Down Town ● Cheat menu
- Shadow Dancer ● Infy lives, time and magic

WIN IT'S WILD! WIN

WIN!



THIS AWESOME "THUNDER" DRUMKIT COULD BE YOURS! ALL YOU HAVE TO DO IS ENTER OUR SIMPLE PHONE QUIZ, ANSWER THE QUESTIONS CORRECTLY & YOU'RE IN WITH A CHANCE OF WINNING!

0898-334078

WIN!

THE "SUNN MUSTANG" BASS GUITAR AND "MARSHALL" PRACTICE AMPLIFIER IS THE IDEAL SET UP FOR ANY WOULD BE BASS GUITARIST. ANSWER THE QUESTIONS & IT COULD BE YOURS!



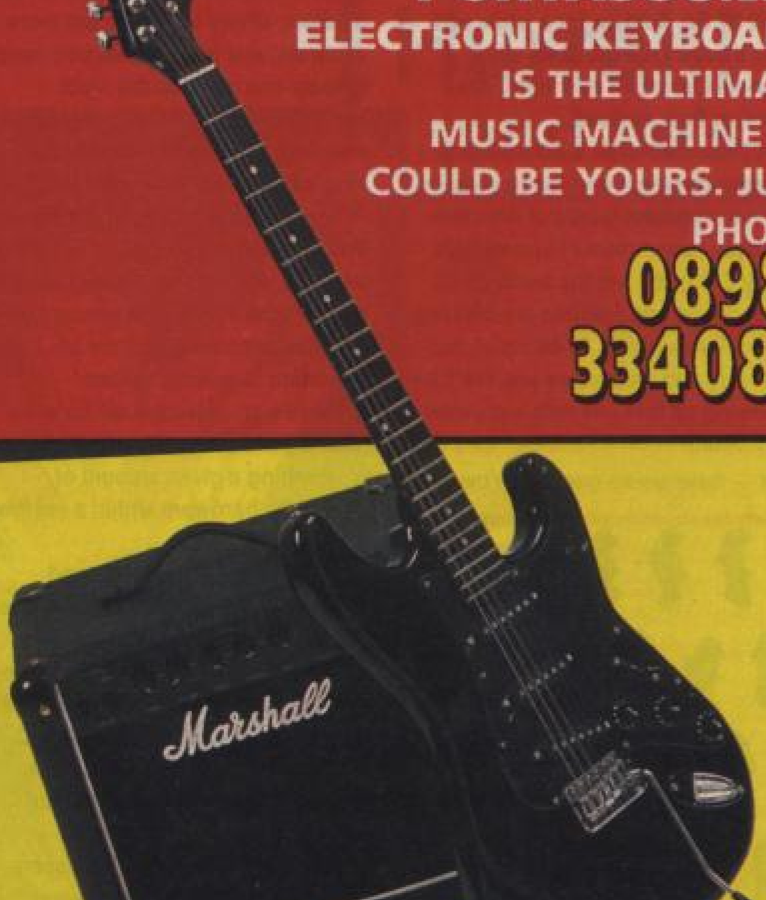
0898-334079

WIN!

THE "YAMAHA PORTASOUND" ELECTRONIC KEYBOARD IS THE ULTIMATE MUSIC MACHINE! IT COULD BE YOURS. JUST PHONE

0898-334080





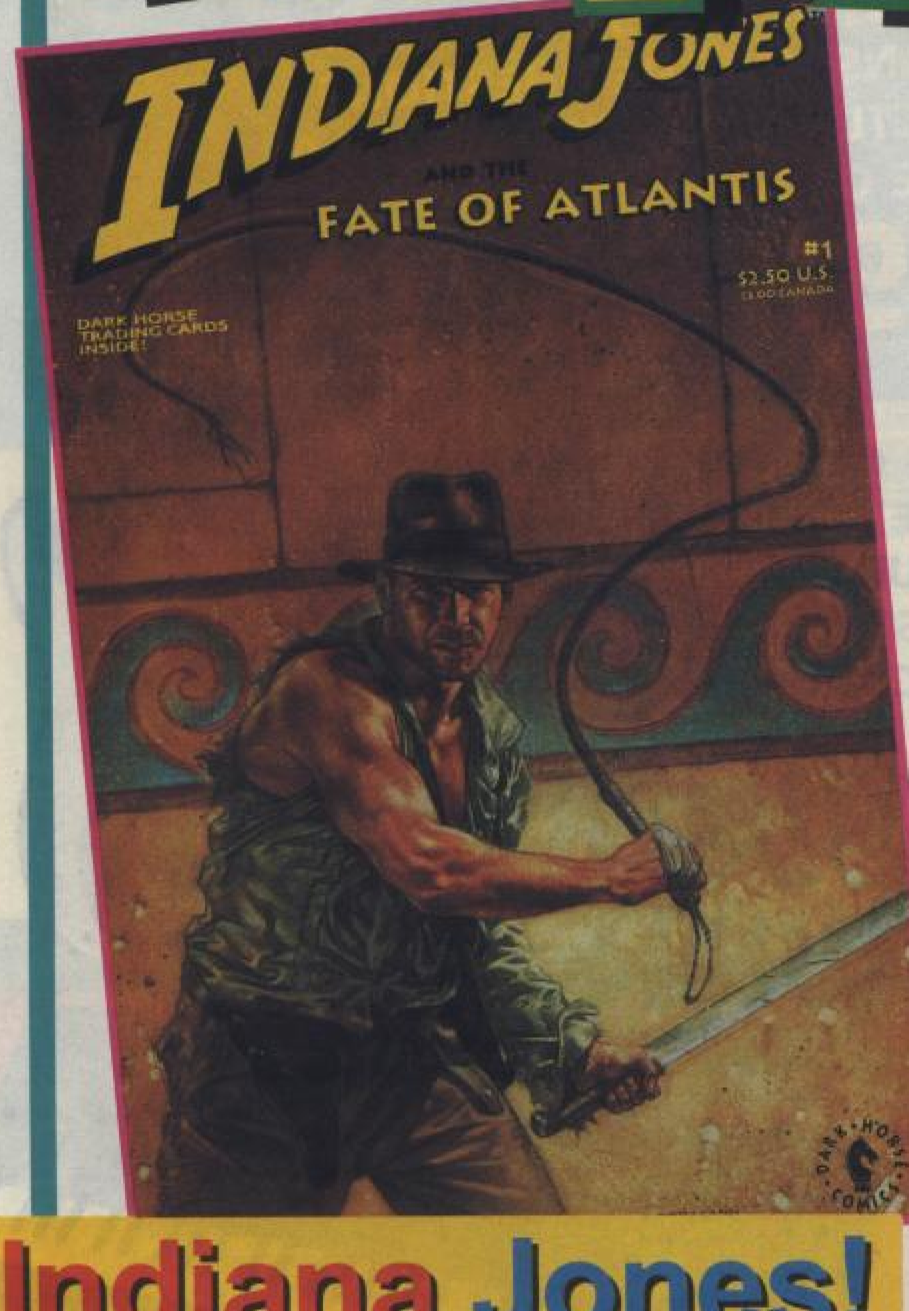
WIN!

FOLLOW IN THE FOOTSTEPS OF YOUR HEROES! WE'RE GIVING YOU THE CHANCE TO TAKE THE LEAD WITH THIS WICKED "ENCORE" ELECTRIC GUITAR AND "MARSHALL" PRACTICE AMPLIFIER. GO FOR IT ON...

0898-334081

Calls cost 34p (cheap rate) and 45p (at all other times) per minute inc. VAT. Megafone Ltd, Sandylands House, Morecambe. LA3 1DG. Please ask your parents permission before you call.

happenin



Indiana Jones! He's back (sort of)!

Boo! Hiss! to you, Mr Harrison Ford, for not wanting to be Indiana Jones again. Oh, the hours of entertainment you brought to the movie screen! Will we never see their like again? The Indiana Jones movies were the ultimate adventure films, weren't they? But when the curtains went down on The Last Crusade, that was it, the end of an excellent trilogy.

However, the folks at Lucasfilm Games (part of the LucasArts Entertainment Co, who made the Indy films) had different ideas. Especially Hal Barwood, a games designer, who teamed up with Lucasfilm's Noah Falstein to create a new Indy adventure, especially for a computer game.

The story they came up with was *Indiana Jones and the Fate of Atlantis*. It's a corker of a plot, well on par with previous films. In fact, the story has been turned into a comic (which is also excellent), already published in the States and coming over here soon.

IT'S ALL QUITE BIZARRE

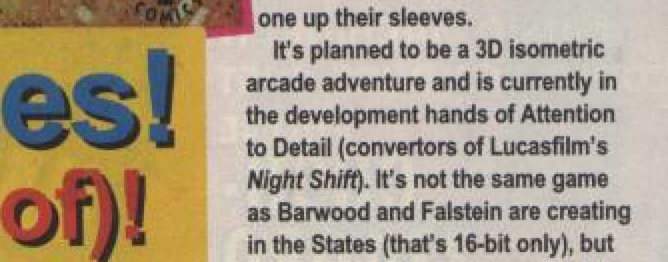
Everyone knows the story of Atlantis, that highly developed kingdom that disappeared without trace, and it's an ideal myth for Indy to chase after. Back in the 1930s, where Indy's adventures are set, Atlantis mania was at fever pitch, with many books published about the strange city. Many concentrated on a mysterious metal, orichalcum, vril or firestone, which was claimed gave Atlantis its power and the Atlanteans their superior knowledge.

Guess what happens when a mysterious character presents Dr Henry Jones with a strange key which fits and unlocks a bizarre statue dating from 1500 BC, revealing a peculiar, previously unseen, metal orb? Yup, the trail for the fate of Atlantis begins.

The story's written to an Indy-type formula (evil Nazi officer as Indy's arch enemy, beautiful old chum Sophia Hapgood ,and endless clues and puzzles to follow up and solve). Ideal material for a Speccy game, isn't it? So, hold on for a while and you'll have one! US Gold, who handle Lucasfilm over here, have one up their sleeves.

It's planned to be a 3D isometric arcade adventure and is currently in the development hands of Attention to Detail (convertors of Lucasfilm's *Night Shift*). It's not the same game as Barwood and Falstein are creating in the States (that's 16-bit only), but the story and characters are. We'll be following up this one with a preview very soon!

● Work's just started on *Indy 4* — these are the graphics for the Indy sprite



G-LOC's coming to the Speccy!

That should be an interesting one to see

Afterburner, it was a super success, wasn't it? All the sky-bound acrobatics, spinning about and blasting enemies all over the shop. And now, *Afterburner*'s rough, tough and ready-to-ride brother, *G-LOC*, already a success in the arcades, is making its way onto the Speccy, thanks to US Gold's Sega label. This calls for an 'interesting things about *G-LOC*'-type piece, doesn't it?

- *G-LOC* takes its name from G-force Loss Of Conciousness, something very nasty which happens to pilots when G-force gets too great. So, you can be sure of a fast ride — alarmingly fast, even.
- It has super-slick graphics which spin and whizz all over the place. Unlike *Afterburner*, the action's viewed from the pilot's seat, looking out of the cockpit, and the scenery graphics bomb toward you!
- There are three difficulty levels: easy, where the enemy rarely hit you, medium, where the shots are more accurate, and hard, where you need to keep one hand on the eject handle! Even ace *Afterburner* players may find it difficult to survive for long when playing the hard level!
- Your plane is armed with a 20mm Vulcan cannon and limited supply of missiles. A heads-up display shows a radar map of the area, amount of missiles remaining and the all-important targetting system!
- There's an objective set for each mission which usually involves trashing a given amount of enemy hardware within a set time limit.
- The cannon doesn't need aiming and ammo's unlimited so you can blast away to your heart's content. Missile targetting is pretty straightforward, just wait until the two circles in the HUD join up and the message Lock On! appears, then watch your ammo fly!
- It's fast and furious but some hardened *Afterburner* players find it inferior to their beloved



ngs!

machine, though gawd knows why, it's just as good! Hurrah!



RoboCop!

He's popping up in a new comic called Havoc!

With two more films yet to come (*RoboCop III* in Summer 1992 and *IV* in Summer 1993), the part man, part machine, all cop superstar is the star attraction in Marvel's brand new comic/magazine. *Havoc*'s the title of the mag, launched this month, a fast-paced weekly with four regular strips and quick-fire articles on music, videos, films, computers and gaming. So that means you can buy a regular, non-games mag which has something to say about gaming. Hurrah!

Joining RoboCop in *Havoc* are three other strips. There's *Star Slammers*, a story of futuristic mercenaries created by world-class graphic novelist Walt Simonson. *Car Warriors* is another futuristic strip, adapted from a roleplaying game which gives all the thrills and spills of car racing on future Earth. The other strip is *Deathlok*, best described as a Frankenstein story for the Nineties. Deathlok is a fighting machine with a conscience and is already a huge success in the States, where the strip was first published.

And there you have it! We'll be popping down to the newsies to check out *Havoc*'s games coverage and what's more we can afford it — it's a barg at 55p!!



● Marvel have also launched *Meltdown*, a monthly comic featuring high-quality, high-profile strips from respected creators. Strips to be featured include Akira, a tale of cosmic destiny (man!) set in a futuristic Japan where biker gangs in Neo Tokyo attempt to come to terms with a world out of control. Spooky? Yes, but hugely successful in both Japan and the States. Also featuring is a comic strip version of *Clive Barker's Night Breed, The Light and Darkness War* (a man is caught up in a war beyond our dimension) and The Last American, a story of post-holocaust America. *Meltdown*'s strips will offer something to Think About as well as entertain. Like *Havoc*, it's already available, but a bit more pricey at 95p.



Hurrah! It's Captain Planet (and he's come to save the world)!

Indeed he has and he's such a nice superhero. Y'see, viewers, he cares about the environment. He stars in the world's first cartoon that revolves around green issues: Captain Planet and the Planeteers. In the popularity stakes, he's knocked the Turtles back down the sewers in the States, and looks set to do the same thing over here.

And look, he's even coloured in an environmentally sound way. He has sky-blue skin, green hair (somewhat reminiscent of the Jolly Green Giant, wouldn't you say) and earthy brown eyes. And his clothes are probably made from recycled tin cans or something but — oh dear — someone call the fashion police!

In every episode, he faces a different environmental problem which he always, always, always (yawn) overcomes with the help of his five young do-gooding chums, the Planeteers. Now the lean, green fighting machine is mincing onto the Speccy in a game coming soon from Mindscape (who haven't done anything Speccy-ish for ages).

ONE BY ONE

In the game you control the five Planeteers, one at a time. Each Planeteer is blessed with a ring of power to give them special powers — of Earth, Wind, Fire, Water and Heart —so swapping between the characters should get you through the many tasks ahead.

Planned to have scrolly platform gameplay, with realistic graphics (to bring a more exciting element into the game, rather than the cuteness of the cartoon), the game features six levels which culminate in the five Planeteers combining their rings' powers and joining Captain Planet in a final ecological battle.

Cap's opponents from the series feature, too, with you fighting such adversaries as Duke Nukem, Sly Sludge, Looten Plunder, Dr Blight and the wonderfully nasty Hoggish Greedly. All the action begins in October when the game goes on release, stay tuned for a preview soon. In the meantime — to the Eco-copter, Robin! (Sorry, wrong hero.)

Stop yer sheep worrying and cop a squat because...

WHAT A RABBLE!

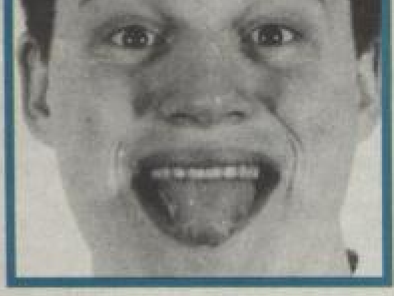
● Let's 'meet and greet' the team (whoever invented that phrase deserves to be munched).

Richard 'Lush-around!' Eddy, Editor



Age: 23 (I'm going to have to start lying soon). Weight: It varies. Height: 5ft 10(ish)? Fave games: *Total Recall*, all the *Dizzy* games, *Bubble Bobble*, all the *Super Mario Bros* games (especially *Super Mario World* on the Nintendo Super Famicom). Likes: My cat, Bobs (she's a lush-cake), gossip, Kylie, flexible deadlines, going out and lushing about. Dislikes: My other cat, Rocky (he's just cost me a fortune at the vet's), buying a car, 'cos I know clat all about them, strict deadlines. Fave phrase: Excellent City!

Nick 'Pie' Roberts, Staffer



Age: 19 Weight: Cough, mutter, ahem. Height: 5ft 10 with spikey hair, 5ft without. Fave Games: *Turrican 2*, *Maria's Christmas Box*, anything with eggs in it, *Give A Dog A Bone* (Nick's one-meg SAM game), *Rugby Coach*. Likes: Julie, writing SAM games, slagging off Mark, black clothes, left-handed water skiing. Dislikes: Beards, Walton's custard tarts, heavy metal music. Fave phrase: Chooor!

This is CRASH

ZX SPECTRUM

Make Some Noise!

We're back with a bang and enough action to make this summer the hottest on record (even though it's raining)! Using your replies to the Crashtionnaire we ran a few months back, we've given CRASH a good shake-up and this is the result! You asked for more pages — you've got them (and they'll be even more in the autumn)! More screenshots — you've got them! Bigger reviews — you've got them! A 20-quid note stuck to the cover — you should be so lucky.

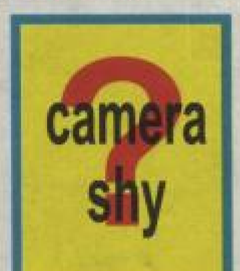
Also on the special front this month is the beginning of out Top 100 Games series. We've started the countdown from 100 to 75 this issue but it's your votes for the rest we want — this is going to be the official Speccy best-ever games list (and, what's more, you could win £100 worth of software!). So, get on and enjoy it and drop us a line telling us what you reckon — Lloyd's waiting by the letterbox (and I'm about to push a wet haddock through it).

Until next month, which is going to be an absolutely brilliant issue, make it burn!

Rich

Your Ed

Lloyd 'Old' Mangram, Staffer



Age: Over the hill. Weight:Sturdy. Height: 6ft (without plat-form shoes). Fave Games:*Jet Set Willy*, *Penetrator*, anything else no-one remembers. Likes: gardening, slippers, Enor, steaming unfranked stamps of letters, paper bags. Disklikes: Young 'uns (especially Nick), tourists, mouse traps, April Fools' day. Fave phrase: It weren't like this in my day.

Mark 'Corky' Caswell, Staffer



Age: 26 (crumbly, eh?). Weight: 3 tons. Height: Bigger than Nick. Fave Games: *Dropzone* (C64), *NARC* (Speccy), *Smash TV* (coin-op). Likes: Walking into things, bizarre clothing, chatting up PR girls, drinking gallons of coffee. Dislikes: Ludlow, everyone in Ludlow, erm, make that Shropshire. No, erm, the universe. Life in general. Life itself. Fave phrase: Can I leave early today, please?

Warren 'Stringbean' Lapworth, Sub Editor



Age: Age doesn't count when you're a pan-dimensional creature. Height: Tallish. Weight: 3 ounces. Fave Games: Tiddlywinks, *Wizball* (C64), Pin The Blame On The Staffer. Likes: Riding see-saws with a bag of sugar, anything but work, ridiculous footwear, long spacky hair, dubious social activities. Dislikes: People asking ruddy stupid questions, people with ginger hair, small animals and furry children, celery. Fave phrase: Why am I not surprised.

Markie 'Colin' Kendrick, Art Editor

Age: 20 and going bald. Height: Average for a Brummy. Weight: A bit more than Woz. Fave Games: Hide The Sausage (old party game), *Bite The Dust*, all the Ultimate games. Likes: Putting colour pages in mono, Gary Numan, Depeche Mode, Maddy's buttered baps, getting Charlie to buy the drinks. Dislikes: Anyone taking the mickey, Charlie not buying the drinks, people with a full head of hair. Fave phrase: Not my job, pal!



THIS IS CRASH, THEY ARE: Editor Richard Eddy **Sub Editor** Warren Lapworth **Staff Writers** Mark Caswell, Nick Roberts, Lloyd Mangram **Art Editor** Mark Kendrick **Photography** Michael Parkinson **Design assistant** Paul (Charlie) Chubb **Design Consultant** Robin (Goodbye) Candy **Reprographics** Matthew Uffindell (Supervisor), Robb Hamilton, Rob Millichamp, Tim Morris, Jeni Reddard **Group Advertisement Manager** Judith Bamford **Advertisement Sales Executive** Justine Pritchard **Advertisement Production** Jackie Morris (Supervisor), Jo Lewis **Editorial Director** Oliver Frey **Managing Director** Jonathan Rignall **Mail Order** Carol Kinsey **Subscriptions** Caroline Edwards **Newsfield Ltd, CRASH, Ludlow, Shropshire SY8 1JW. (0584) 875851.**
Yearly subscription rates: UK mainland £22, Eire and Europe £28, Outside Europe (Airmail) £42. US/Canada subscriptions and back issues enquiries Barry Hatcher, Worldwide Magazine Distributon Ltd, 40 Wilkins Drive, Sweaburg, RRü1, Woodstock, Ontario N4S 7V6 Canada. Tel: 519 456 5353. Fax: 519 456 5355. Yearly subscription rates: US $47, Canada CAN$57.
Typesetting Newsfield, using Apple Macintosh II computers, running Quark Xpress and Adobe Illustrator 3.0, with System support from Digital Paint Reprographics, Wirral Business Centre, Merseyside Colour Origination Scan studios, Islington Green, London N1 Printing BPCC Business Magazines (Carlisle) Ltd, Newtown Trading Estate, Carlisle, Cumbria CA2 7NR Distribution COMAG, Tavistock Road, West Drayton, Middlesex.
Competition rules The Editor's decision is final in all matters relating to adjudication and while we offer prizes in good faith, believing them to be available, if something untoward happens (like a game that has been offered as a prize being scrapped), we reserve the right to substitute prizes of comparable value. We'll do our very best to despatch prizes as soon as possible after the closing date. Winners' names will appear in a later issue of CRASH. No correspondence can be entered into regarding the competitions (unless we've written to you stating that you have won a prize and it doesn't turn up, in which case drop us a line at the normal address). No person who has any relationship, no matter how remote, to anyone who works for either NEWSFIELD or any of the companies offering prizes, may enter one of our competitions.

ISSN 0954-8661

This month's cover: Terminator 2 ©1991 & TM Orion Pictures © Carolco. Cover design by Oliver Frey. Powertape inlay design by Richard Eddy.

ThunderJaws

Tengen/Domark ● £10.99/£17.99

Dusky maidens, lizard-women, Madame Q and something big, blue-ish with lots of very, very, very sharp teeth. Yikes! It's *ThunderJaws* (as RICHARD EDDY soon discovers). Open wide and say 'Arrrrggghhhh!'



Lordy me! Strike me down with a feather and call me Betsy if the world isn't under threat again. A megalomaniac female is crafting a cunning plan for world domination. Madame Q (for it is she) is creating an army of genetic mutants to storm the world and take it in her name. Deep in her subterranean fortress she creates an army of fearful opponents to aid her. Naturally, she has to be stopped and it looks like you're just the guy to infiltrate her HQ and give the bitch stick.

ThunderJaws is a coin-op, not a smash hit by coin-op standards but one than translates well into a Speccy game. There's a couple of things missing, most noticeably the simultaneous two-player action has been scaled down to a single-player game, and the number of levels has been reduced to four (though truth be known, the amount of levels found in the coin-op made it drag on a bit much).

MORE THAN FOUR (SORT OF)

Actually, there are eight different sections to the game, each level having two parts. In the part one of each level there's a underwater adventure as you scuba dive your way to one of Madame Q's bases. In the second part, horizontally-scrolling platform combat gameplay comes into action.

Level one, the first part, has you kitted out in scuba gear and equipped with a harpoon gun. You're swimming along the ocean bed with the scenery scrolling horizontally as you paddle your way along, negotiating the hills and the bumps of the ocean floor. Watch out for booby traps — touching one results in the loss of energy (top it up by collecting energy canisters).

Here Madame Q's attack begins — the cyber-sharks are unleashed. You may have to tackle as many as four at a time but a well-placed blow with your harpoon makes one disappear in a stream of bubbles (a nice effect, that). Additionally, Q's armed cyber-divers swim in from both sides of the screen. The enemies attack at random, so there's no way of planning your counterattack — mindless blasting, ahoy!

● The battle begins as you swim into danger, facing cyber-sharks and Madame Q's divers. Let rip with your harpoon!

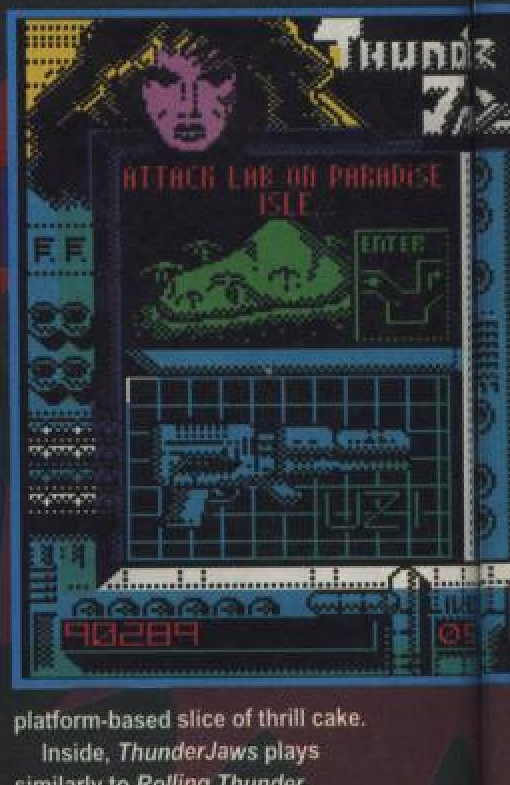


A CRASH Smash

POWER-UP CITY!

Thankfully, you can improve your armoury over your base-weapon, the harpoon, by picking up an Uzi-type blaster firing three shots at once, a harpoon fitted with explosive bolts, a devastating flame thrower, a tri-shot weapon and a super-seeker (a kind of homing missile). Great, eh? But ammo supply is limited — a counter in the bottom left-hand corner of the border indicates the amount of ammo available.

To complete the first part, blast a door open and you're transported inside one of Q's HQs. Whip off your scuba gear and prepare for a dashing-about, leaping, bounding platform-based slice of thrill cake.



Inside, *ThunderJaws* plays similarly to *Rolling Thunder*. Opponents (guards, robo-dogs and other bizarre attackers) appear from behind doors on ground level and on the platforms above you. You can leap between the two levels to eliminate your foes and to collect any power-ups lying about. The scrolling's quick and the action belts along — you could be left gasping for breath after all your acrobatics!

Reaching the conclusion of each level takes you into battle with a big, heavily armed opponent (yeah, it's a unoriginal but it wouldn't be the same without an end-of-level monster). On the first level, it's some kind of diving craft floating about inside (odd...).

Later levels follow the same pattern — a scuba sequence followed by a platform combat scene.

NICK

Who remembers *Scuba Dive*? That was a corking game and a scuba theme has never appeared in a decent game since —until now. *ThunderJaws* is a really good, fun game with great graphics. Plenty of colour has been splashed about the screens and brings the whole game to life, making you want to play on and see even more. If it had been developed as a monochrome game it would have lost all its appeal. The presentation's very good, with really nifty programming techniques to make the screen do all sorts of peculiar things. With so much to do (okay, 'blast') and so much to see, *ThunderJaws* offers many hours of solid gaming entertainment. ● 89%



But it gets progressively harder and more skill is required, as Madame Q throws more and more strange opponents at you.



●Momma cyber-shark is one of the end-of-level nasties you face. Except, it pops up at the end of the first part of level three!

THOSE LEVELS IN FULL

The graphics remain bright, bold and colourful throughout and, even though sprites are on the big-ish side, movement is speedy. Level two takes you through a junkyard-type underwater scene and into another of Q's bases — more heavily armed with laser bolts flying about the place.

● ThunderJaws lives up to it's name ! It's as loud as thunder and well biting!



● Hellfire! Madame Q launches a massive attack and unleashes all her guards as you penetrate deeper into her fortress

Level three's underwater scene is almost a *Scramble* game in deep sea caverns, which leads into spooky internal caverns populated with demonic creatures and a smashing end-of-level beast who makes the screen shake as he slams a fist into the ground!

The final level is pretty tortuous as Q chucks everything she's got at you as you battle through the two parts before confronting Q herself (and she's still got a couple of surprises up her sleeve!).

What was an unremarkable coin-op has made a special Speccy game —it's been very well programmed. There's real gameplay in there, and plenty of it; the two different elements of every level work really well and prevent the game from becoming samey (a problem with a lot of software these days).



● Safety! This sub transports you into another part of the adventure

Obviously, the 128K version is the best, with a good soundtrack and effects, and — hurrah! — it's one load. 48Kers have a multi-load and there's a lot of sound missing.

Hence the title?

ThunderJaws — so named because of the sharks, isn't it? Well, there's a bit more to it than that. Here's the story: Once upon a time there were two coin-op producers — Tengen/Atari and Tecmo, and they were lush-around love partners. Together they created the arcade smash *Rolling Thunder*. 'Hurrah!' cried many a gamesplayer, as they jammed their 10ps into the machine.

Then, all of a sudden, Tengen and Tecmo weren't lush-around love partners anymore. 'Aw!' cried said gamesplayers, 'does this mean we'll never see a *Rolling Thunder 2*? 'No, not at all' replied Tecmo and Tengen as one entity (even though they weren't anymore). Yes, both companies had been separately developing their own *Rolling Thunder 2*. Tengen developed a game very much like *Rolling Thunder* but added an underwater scenario and additional scuba shoot-'em-up sections. Tecmo, however, had updated the *Rolling Thunder* game, improving on the concept.

The problem for Tengen was they didn't own the name *Rolling Thunder* anymore. So, being a bit crafty-like, they took the Thunder bit from *Rolling Thunder* and added the Jaws bit to highlight the underwater element. And, ta-da!, that's why we're playing *ThunderJaws* today. Good, isn't it?

missing.

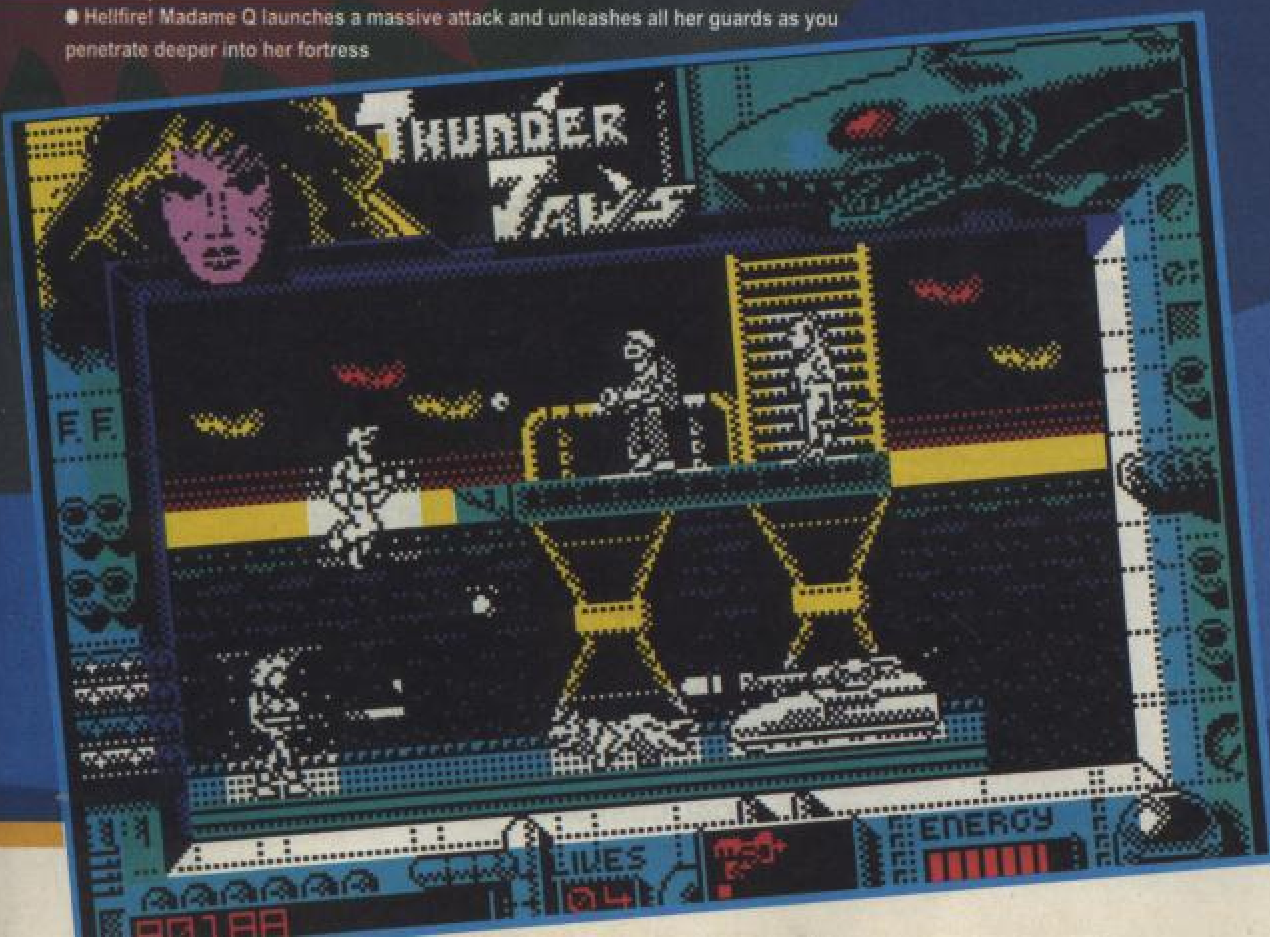
On the whole, *ThunderJaws* looks good, plays well, the difficulty level's set just about right and it's probably the best thing from Tengen since *Robot Monsters*. Bravo, people!

● 90%

Rating

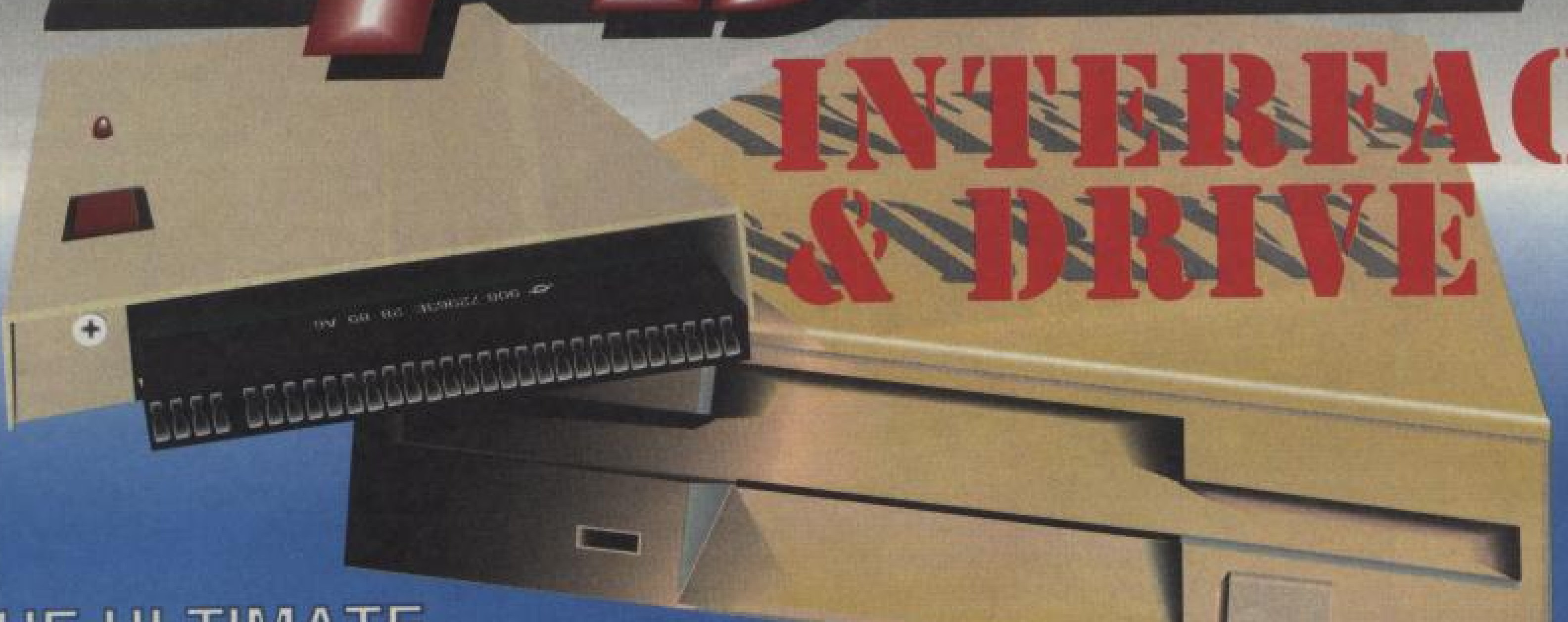
The two different styles of gameplay and great graphic detail makes *ThunderJaws* tremendous fun for any Speccy player!

PRESENTATION	93%
GRAPHICS	90%
SOUND	81%
PLAYABILITY	87%
ADDICTIVITY	89%
Overall	90%



+D System

INTERFACE & DRIVE



THE ULTIMATE SPECTRUM ADD-ON!....

WITH THIS AMAZING DISK DRIVE AND INTERFACE PACKAGE YOU CAN BRING YOUR SPECTRUM INTO THE WORLD OF SUPERFAST DISK STORAGE AND RETRIEVAL

- The PLUS 'D' System consists of a top quality double-sided Disk Drive (complete with power supply) and the powerful PLUS 'D' Interface. Plus connecting cable.
- Full 80 track Drive giving almost 800K of fast disk storage using the industry standard 3.5" disks - (available anywhere for under £1.00 each) with enough room for up to 16 full size programs per disk!!
- Offering more than twice the storage capacity of a standard IBM Disk Drive and even more than an ATARI ST, the PLUS 'D' System takes you into the realms of mass storage.
- Load programs at Superfast Speed!! - a whole 48K program in seconds. No more waiting for tapes to load.
- The PLUS 'D' actually gives your Spectrum an alternative operating system with dozens of advanced commands.
- Extremely simple to use but very advanced in it's speed and operation.



BUT THATS NOT ALL!! THE PLUS "D" HAS A UNIQUE "SNAPSHOT" FEATURE!

- Yes, at the press of the "Snapshot" button you can freeze the program in memory and save it to disk.
- Transferring tape programs to disk couldn't be simpler - up to 16 per disk!
- Works with 48K and 128K programs.
- Special 'Screen Dump' feature allows you to print out any screen to an Epson compatible printer. (Printer lead available £9.99 if required)

**AVAILABLE FOR 48K/128K/+2/+2A/+3 COMPUTERS (PLEASE STATE WHICH WHEN ORDERING)
NOTE THAT THE +2A COMPUTER HAS A BLACK CASE UNLIKE THE +2 WHICH HAS A GREY CASE. IT IS IMPORTANT TO STATE EXACTLY WHICH MODEL OF SPECTRUM YOU HAVE WHEN ORDERING.**

If you have your own suitable Disk Drive (Plus 'D' will work with 40 or 80 track 5.25" or 3.5" drives) then we can supply the Plus 'D' Interface separately for

ONLY £59.99

COMPLETE PLUS D INTERFACE AND 800K DISK DRIVE POST FREE!!

ONLY £129.99

DATEL Electronics Limited

HOW TO GET YOUR ORDER FAST!

TELEPHONE [24Hrs] **0782 744707** CREDIT CARD ORDERS

ORDERS NORMALLY DISPATCHED WITHIN 48 Hrs. ALL CHEQUES/POSTAL ORDERS MADE PAYABLE TO....

DATEL ELECTRONICS LTD.

Access VISA

GOVAN ROAD, FENTON INDUSTRIAL ESTATE, FENTON, STOKE-ON-TRENT, ST4 2RS, ENGLAND.
FAX 0782 744292 TECHNICAL/CUSTOMER SERVICE 0782 744324

Previews

Little Beau

One of our princesses is missing!



● It's the wulf! Knobble him and play the fruit machine he's guarding for bonus points

Princesses: are they the most useless people in the universe? Discuss. Well, erm, 'yes!', they are, because as soon as they get a starring role in a brand new Speccy game, they go and get captured by some evil meanie.

Take Princess Wobblechops for instance, the girlfriend of Little Beau, a new hero on the Speccy from Digital Magic Software. Princess Wobblechops, while out walking with Beau, was captured by Evil Nasty Wizard and whisked away to his mysterious kingdom. 'Ohmygod! This looks like a daring rescue type-scenario,' thought Beau. And, d'y'know — he was right.

OFF WE GO

So, what is this daring rescue-type quest? Well, it's a six-level platform jaunt through the dangerous lands of the evil Wizard. The great thing about *Little Beau* is the cuteness of the graphics throughout; it almost has the look of a Japanese cartoon about it. Even the army of opponents are incredibly cute.

This, it transpires, is because the Wizard has cast a spell over all the wiccle cuddly animals who lived in the land, turning them into evil-minded basts and by killing them off, as you romp through the landscapes, you are releasing them from the spell (which is a rather pleasant thought).

The kingdom's split into six islands, which make up the levels. Each level has it's own theme and you have to work out how best to deal with each tricky problem as it comes along. Play through Iceland, Waterland, Fireland, Sandland and Windland before finally reaching the Wizard's Castle where you confront the foul chap.

LOTS OF EXTRA THINGIES

With any groovy, happenin' platform game there are loads of interesting objects to pick up and use. Your means of defence, which is only a small dagger at the beginning, can be powered-up to a mighty axe, a meaty sword, a shield, fireballs, and small nasty critters you can chuck about to destroy foes.

In addition, there are plenty of bonus objects to help you: boots to trample on meanies, bigger-jumps shoes, balloons that enable you to float around, and heaps more!

There really is so much packed into *Little Beau* (you should see the amount of characters planned for inclusion!), the lastability's going to be pretty high! And, apart from mentioning there are a couple of mini sub-games (accessed from the small coin-op machines scattered about the play area), that's about all there's room for in this preview! Review very soon.

● Wheeeeee! Beau makes a leap towards another wulf (he didn't make it but fell onto spikes below — shame)



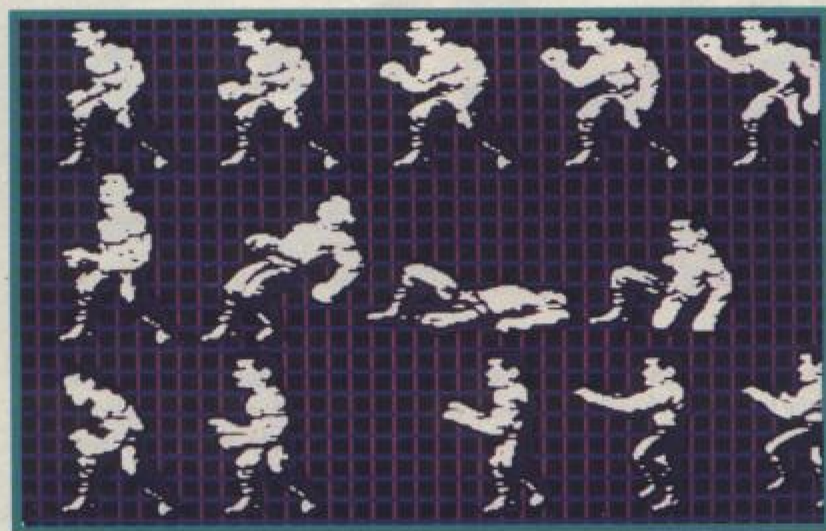
●And here's the fruit machine! Now don't go and waste all that dosh Nick!



●Aw, innit cute? An 'iccle penguin (but he'll zap your energy soon as look at you!)



● Schwarzeneg
Termin



● Top to bottom: Arnie's punch, Arnie's fall and Arnie's merry little jig animation frames

Arnie's original Terminator film is one of his favourite movies and he was instrumental in getting the sequel off the ground. *Terminator 2*, an epic combat action film, opens here in the UK on August 16 and not long after that you can take control of Arnie because Ocean are releasing a game-of-the-film! 'Hurrah!' says RICHARD EDDY, 'I suppose I'd better find out all about it.'

Hollywood's hottest movie star returns to the big screen in Terminator 2, but as there wasn't a game (and with an 18 rating on the original film, now out on video) there are probably loads of you who know clat all about the story. So, let's have a look at what the whole Terminator thing's about, starting with the original movie.

THE STORY

The story begins in the future, where the world's being taken over by the evil Cyberdyne Systems (ie, the baddies). Of course, they have opposition from the rebels (ie, the goodies) who attempt to overthrow them.

The rebels seem to be doing rather a good job, especially their leader, John Connor, so the baddies decide to eliminate him. Now, rather than simply shooting him down, they decide to send a Terminator cyborg (half man, half robot, as played by Arnie) back to the present day to assassinate Connor's mother, Sarah (daft, isn't it?).

The Terminator arrives in the present day — without any clothes on! — and gets down to the business of tracking Sarah down and bumping her off. His 'refined' process of finding her involves going through a telephone directory and killing everyone with the surname Connor (you can guess what happens for most of the film).

In addition to the Terminator, another chap from the future arrives in the present day — Kyle Reese — who goes on to father Sarah's child, John.

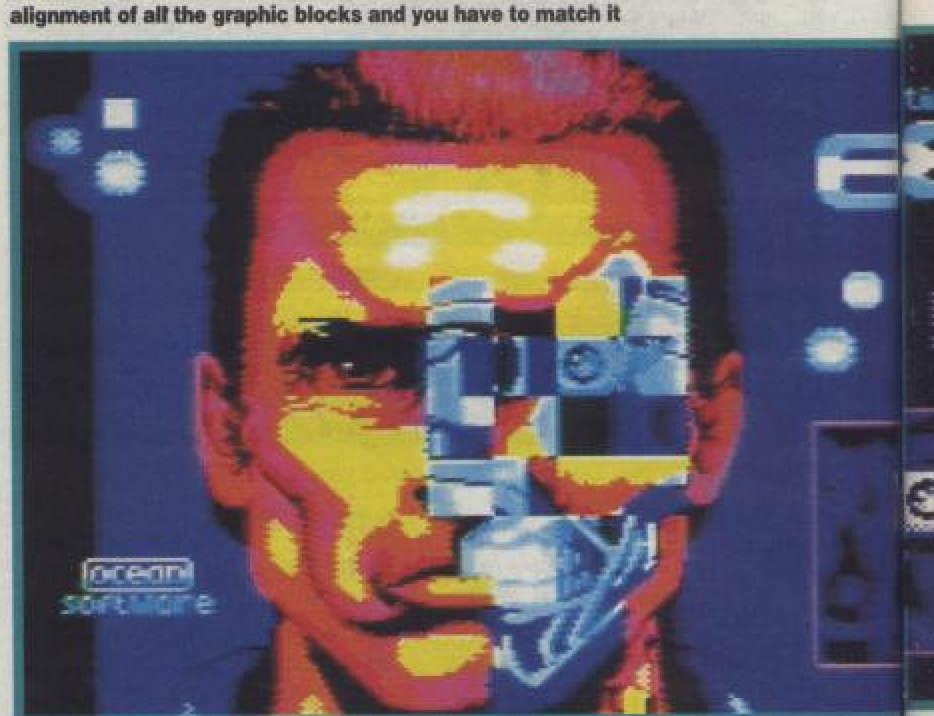
The film rages on ending up with the Terminator begin blown away (pretty much), Sarah staying alive, giving birth to John, who then goes onto save the world, etc etc (hurrah!).

Still with me? Good. Now, *Terminator 2* is set ten years on from the original film. The war machines of the future are now after Sarah's son, John, now growing up. They

● Blimey! Look at the size of his steel weapon! Oo-er missus, f'nar, etc, etc



Rebuild Arnie's face — the small blueprint on the right shows the correct alignment of all the graphic blocks and you have to match it



Game Bits

● There are four 'bits' to the gameplay which are repeated with slight variations throughout *Terminator 2*'s levels. Here's what you'll be doing in each one...

Combat

● Huge graphics make the side-viewed one-on-one combat sequences particularly amazing. The combat sequences pop up at the beginning of the game, in the middle and the final showdown against the T1000. Each character's sprite eats up 6 x 8 character squares and the total graphics code within this section topples around the 100K mark! The detail of the action is the main thing, with 40 animations for each sprite — even a simple action, like a punch, takes up five animation frames! It's basically a beat-'em-up section but the graphics should really make it sparkle.



…gger is …nator 2

send back a new Terminator, the T1000 model (Arnie's is only a T800), but now Arnie's Terminator is a good guy and protects John against this new killer robot.

The new Terminator has a huge arsenal and can change shape in the most spectacular fashion, and so ensues lots of chase scenes, plenty of Terminator versus Terminator battle sequences and billions of explosions all over the shop. And that, punters, is the story of Terminator (in a very loose sense).



AND NOW, THE GAME

Being such an action-oriented film, *Terminator 2* lends itself ideally to a fast blasting game. And, by gum!, it is! There are three styles of gameplay packed into the game and you're going to need beat-'em-up, shoot-'em-up and puzzle playing skills to get anywhere near finishing it. Due to its complexity and variety, *Terminator 2* is a 128K-only game.

The game's still in development and a way off completion. At present, *Terminator 2* is a seven-level game with you playing Arnie's Terminator. The gameplay chucks you right in at the deep end as you battle with the T1000 in a combat stage. The T1000 has transformed into a cop and in the movie Arnie loses the fight, so for the sake of a *realistic* plot, you still go through to level two if the T1000 is too tough a fighter for you. Level two is a vertically scrolling stage, pretty simple, as Arnie mounts a motorbike and races away from the T1000.

Puzzle gameplay comes in at level three as you attempt to reassemble Arnie's munched-up face by playing a sliding block puzzle game. Succeed and another combat sequence comes your way in level four.

Bruised and generally crumpled from the fight, Arnie now needs his wrist circuitry fixing. This is another puzzle-oriented bit, like the face sequence, and doesn't feature in *Terminator 2*, the movie — it's taken from the original. The overall aim in the puzzle sections is to restore your energy levels as the game's played with only one life; there are three continues, though.

Level six brings back the vertically scrolling race action seen in level two — this time Arnie's driving a car, with Sarah firing a gun at the T1000 who's giving chase in a helicopter flying above.

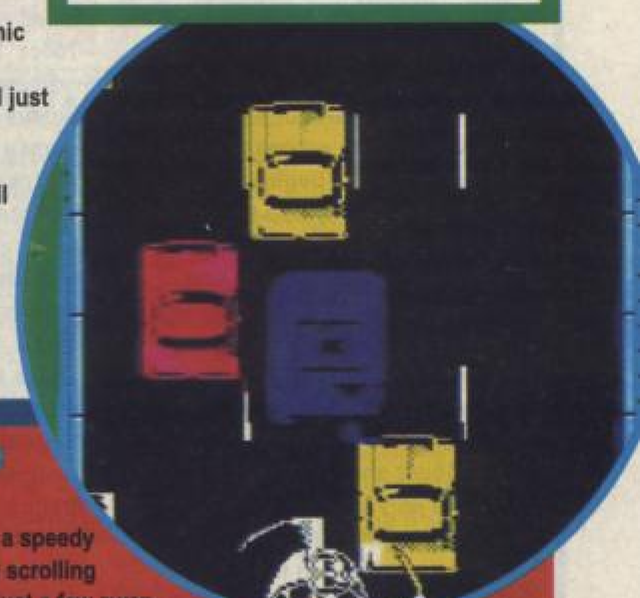
Finally, for level seven, there's the inevitable Terminator versus Terminator conflict and the setting (mirroring the first film and parodying *RoboCop*) is a steel works. The special effects in the film at this stage are stunning as a heavily-wounded Arnie Terminator takes on the shapeshifter T1000.

The final conflict, unsurprisingly, is a side-on combat section where the cyborgs battle to the electronic death. The T1000 is not contemplating surrender and just keeps on coming, always attacking. You've got the Terminator's strength, but will your gameplaying skills help him beat the T1000? Find out in September when Ocean reveal all!

IT'S THE PROGRAMMER!

He's Gary Priest, a bit of a veteran in the programming world and an old chum of CRASH, and working for Ocean via the production team Dimentia who are controlling *Terminator 2*'s development. Gary's past history includes Gremlin's *Mickey Mouse* and *Impossible Mission* on the Sega.

He started work on the *Terminator 2* project in February (but still hasn't seen the film) and is enjoying the job... 'It's good because it's not a particularly problem-ridden piece of coding. The gameplay isn't of an innovative kind. The thing is making each part really playable and special. The graphics will really be the game's biggest point — there's a lot of work going into them. It's really pushing the Spectrum on the graphics front with some really neat screen handling routines that'll produce effects never seen before. On top of the graphics, the speed is also a main concern — there's no point having lots of big, well-animated graphics if they're slow moving. So, getting the speed right is an important part of the development.'





Chase One

A vertically-scrolling stage with Arnie riding a Harley motorbike down a storm drain as John Connor rides pillion. Giving chase is the T1000 in a truck. Here it's your skill at negotiating the course and avoiding the many traps that line the route. Swerve around pot holes, oil spills, and take jumps at the ramps that come your way. Again, huge graphics bring the thing to life and the main element of this section is the speed at which everything moves (well, Arnie would hardly drive a Harley at a 'nice and sensible' 25 mph, would he now?).

Chase Two

Again, a speedy vertically scrolling section, just a few swap-arounds. Arnie is now driving pinched SWAT van with Sarah Connor, pursued by a SWAT helicopter with the T1000 as its pilot. A novel control method sees the player controlling the van's left/right movement while Sarah fires her gun from the back of the van using crosshairs to aim. Nothing too original in that, but each time Arnie swerves the van to avoid obstacle, Sarah gets thrown around the back, spoiling her aim. Fast, chaotic and probably loads of fun!



Spares And Repairs

As the game goes on, Arnie's energy drains away with every knock he takes, so two sections have been implemented to give the player a chance to boost it again. To increase vitality there are two types of puzzle games to play against the clock. Both work on the theme of repairing Arnie's cybernetic wires and switches, in his face and in his wrist. Arnie's face is fixed by playing a sliding block puzzle; misplaced picture pieces are rearranged to reform Arnie's face. His wrist is repaired by swapping blocks of broken circuitry to match the original Terminator blueprints. Succeed in either of the puzzles and you're treated to an animated version of the picture.

Race into Summer!

Out Run Europa

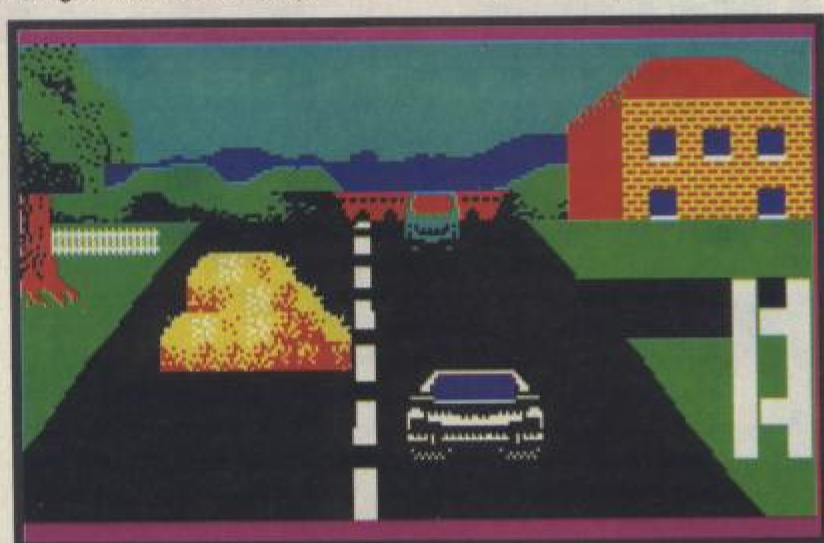
● It's back (back! BACK!!), the biggest-selling computer game of all time (and some might say, the ultimate coin-op) returns to your screens in a new guise. US Gold's *Out Run* series makes it into a trilogy with *Out Run Europa*, a game which began development a few years ago but was held over due to US Gold's acquisition of the *Turbo Out Run* licence.

Europa adds to the usual *Out Run* pedal-to-the-metal-and-drive-like-a-maniac theme by adding a secret agent plot: the secret blueprint files you were supposed to deliver to Berlin have been stolen (along with the usual *Out Run* Ferrari) by terrorists. Informing your HQ, they tell you 'You're own your own, matey. Recover those files or die in a most aesthetically displeasing way!' So, you give chase.

With your Ferrari gone, *Europa* gives you all sorts of new power vehicles to ride across the seven-stage race. It all begins in England as you swipe a 170mph Yamaha motorbike and head off towards the coast. There you pinch a jet-ski and zoom across the channel to France. A conveniently-placed Porsche 911 takes you through frog-land into Spain, where you pick up a speedboat and zip across the Med. In Italy, a Ferrari F40 awaits (hurrah!) which, if you can stand the pace, takes you through to Berlin, Germany to complete your mission.

Out Run Europa is in the capable development hands of Probe Software, responsible for the previous *Out Run* games, and roars into life this September.

● Thrills and spills as you play Nick driving to work in Out Run Europa!



● Take to the rigs and belt through the course! Is that a zebra crossing in the Sahara (haw, haw!)



Paris to Dakar

● Also racing off around the world shortly is Code Masters' latest speed game, coded by Lyndon '750cc' Sharp, called *Paris to Dakar*.

Recreating the excitement of the famous international rally, the journey takes you through France (fast road action), Spain (rocky off-road racing), Sahara desert (dune-jumping thrills) and finishing in the west African city of Dakar (remember to have those injections, folks!).

Like *Europa*, *Paris to Dakar* offers more than one vehicle to complete the course in: you'll be controlling bikes, beach buggies, Arctic trucks and rally cars in a race that takes you sand-duning, through forest trails and performing hyper-jumps, 360-degree spins and all kinds of spills that would normally get you arrested.

It's all played against the clock — if you don't reach a checkpoint flag within the set time limit you can't be entered for the next stage. On top of all this, you have to worry about damage and fuel levels — it's enough to make you want to take a pogo stick instead, isn't it?

The starting flag has (probably) already been waved on *Paris to Dakar* by the time you read this, which means — hurrah! — we'll have the full review next ish.

Who is... Darkman

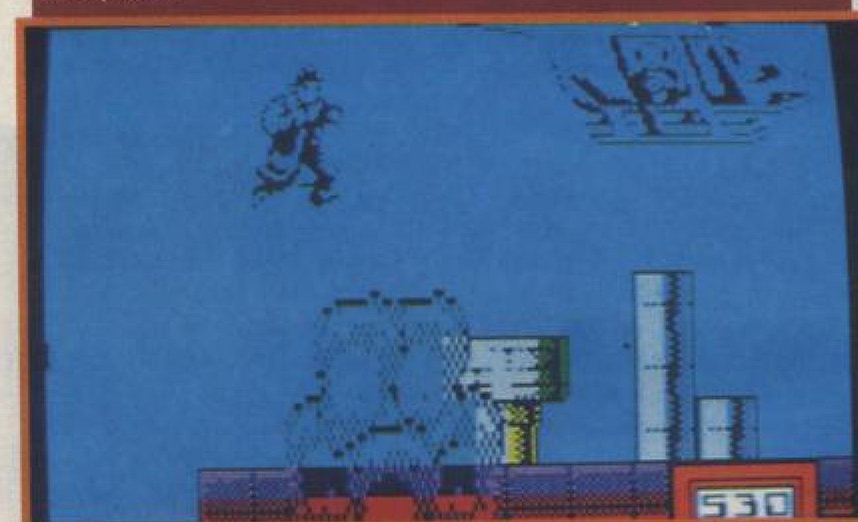
● Let's try to find out, shall we? He was a brilliant scientist verging on the discovery of synthetic skin for accident victims! He was knobbled by sadistic criminals and brutally burnt out of all recognition! Neuro-surgery ensured his body didn't feel pain! But we went a bit mad and now seeks revenge! He has the power to look like any man (but he's unlike any man)! A light shines on everyone... except Darkman! And there you have it. Spooky, eh?

Ocean are re-telling the adventures of Darkman (taken from the Certificate 15 movie, released earlier this year) as his exploits explode onto a Speccy screen near you this summer. The game has you controlling Darkman across six stages of, basically, platform beat-'em-up action.

You'll be running through scenes from the movie, like the opening Chinatown sequence and the roof-top scene as you scale the dizzy heights of a grimy old American city. Puzzle elements in levels two and four keep you brain in gear as you create synthetic skin masks to disguise yourself and aid your quest to avenge the crims who munched you.

Darkman is nearing completion, as we write, and might even have hit the streets by the time you read this. Look out for a full review next issue (let's hope it's as good as the film which is an absolute corker — rent that vid!).

● That's Darkman, in mid-air, and if he doesn't watch out he's going to fall straight into the explosion!



So Big! Final Fight

● Beat-'em-ups, they're ten-a-penny and all seem to revolve around 'ye same olde storye line', so let's get *Final Fight*'s out of the way.

Big tough guy, Haggar, loves daughter, Jessica. Jessica is captured by evil gang. Haggar seeks revenge with his two chums, Cody and Guy. Cue 19 levels of non-stop thumping mayhem.

Right, that's that. Now, *Final Fight* — look at the size of those graphics! *Pheweeee!* They're taken straight from Capcom's *Final Fight* coin-op code and jiggered about with to fit the Speccy and, in pixel terms, are actually the same size as the coin-op! (Four megabytes of coin-op graphics storage, decoded from the game ROMs, converted to IFF format on the Amiga and remapped onto a single palette for the Speccy, fact fiends!)

The game, like the sprites, is huge and a tough one to play through. Thankfully, you're not on your own, as a chum can get involved in the simultaneous two-player action. Use your fists to bash the stream of



ATARI ST
520ST-E DISCOVERY XTRA PACK

HARDWARE:	
512K 520ST-E + MOUSE	£329.99
ENTERTAINMENT SOFTWARE:	
ANARCHY - *Arcade Game*	£19.99
DRAGONS BREATH - *Adventure*	£29.95
INDIANA JONES - *Arcade Adv*	£19.95
SUPER CYCLE - *Racing Game*	£19.95
PRODUCTIVITY SOFTWARE:	
CONTROL.ACC - *Utility Software*	FREE
EMULATOR.ACC - *Utility Software*	FREE
FIRST BASIC - *Programming*	£49.99
NEOCHROME - *Art Package*	£29.99
ST TOUR - *Tutorial*	£4.99
JOYSTICK CONTROLLER:	
ATARI CX40 JOYSTICK	£4.99
PLUS! FREE FROM SILICA:	
TENSTAR GAMES PACK	£219.78
PRODUCTIVITY PACK	£104.97
TOTAL VALUE:	£834.54
YOU SAVE:	-£505.54
SILICA PRICE:	**£329**

PLUS! ***FREE*** HOLIDAY ACCOMMODATION

£329

SILICA PRICE - INCLUDES VAT + FREE DELIVERY



1040ST-E FAMILY CURRICULUM PACK

The Family Curriculum Pack comes with a 1040ST-E computer and mouse plus 5 software modules (3 titles in each), one for every age range. The combination of education, creative and business software from Atari, plus the FREE entertainment and productivity packs from Silica, makes for a package the whole family can enjoy!

PLUS! ***FREE*** HOLIDAY ACCOM

1Mb 1040ST-E + MOUSE	£399.99
1. PLAY & LEARN	£76.59
2. JUNIOR SCHOOL	£58.54
3. GCSE REVISION	£55.54
4. BUSINESS COMPUTING	£159.85
5. CREATIVE COMPUTING	£134.97
PLUS! *FREE FROM SILICA*	
TENSTAR PACK	£219.78
PRODUCTIVITY PACK	£104.97
TOTAL VALUE:	£1210.23
YOU SAVE:	£811.23

£399

SILICA PRICE - INC VAT + FREE DELIVERY

FREE! FROM SILICA WITH EVERY ATARI ST

TENSTAR GAMES PACK

The TenStar Games Pack is THE software compendium for Atari ST owners, featuring ten top titles with a variety of different types of games for you to enjoy. Each title is packaged in its own plastic case, with a colour sleeve and full instructions. The TenStar Games Pack is FREE! when you buy your ST from Silica Systems.

FREE! WORTH: **£219.78**



TOTAL FREE PACKAGE

TENSTAR GAMES PACK - £219.78:	
Asterix - *By Coktel Vision*	£24.99
Chess Player 2150 - *By CP Software*	£24.95
Drivin' Force - *By Digital Magic*	£19.95
Live & Let Die - *By Elite*	£19.99
Onslaught - *By Hewson*	£19.99
Pipe Mania - *By Empire Software*	£24.99
Rick Dangerous - *By Firebird*	£24.99
Rock 'n' Roll - *By Rainbow Arts*	£19.99
Skweek - *By US Gold*	£19.99
Trivial Pursuit - *By Domark*	£19.95
PRODUCTIVITY PACK - £104.97:	
1st Word - *Word Processor*	£59.99
Spell It! - *Spell Checker*	£19.99
ST Basic - *Programming Language*	£24.99
TOTAL RRP:	**£324.75**

FREE! WORTH NEARLY: **£325**

PLUS! ***FREE*** HOLIDAY ACCOMMODATION

FREE! SILICA SYSTEMS ST PRODUCTIVITY PACK

Every Atari ST from Silica comes with a FREE Silica ST Productivity Pack, worth over £100. This pack has been specially put together by Silica to help you to get to grips with the productive side of computing from day one. Each title has been tried and tested by tens of thousands of Atari ST owners, who have begun their word processing with 1st Word and their programming with Atari ST Basic.



1st WORD - from GST	£59.99
SPELL IT! - for use with 1st WORD	£19.99
ST BASIC - with tutorial	£24.99
TOTAL RRP:	£104.97

FREE! 16 NIGHTS HOLIDAY HOTEL ACCOMMODATION

Every Atari ST from Silica comes with a FREE 72 page, full colour brochure with accommodation vouchers. These vouchers entitle 2 people to stay up to 16 nights in one hotel (or any number of hotels to a total of 16 nights) with accommodation FREE (you could take up to six nights for four people, or other options). Choose from the 250 hotels featured in the catalogue. All you have to pay for are your meals (prices are listed in the brochure). Reduced rates in top London hotels and hotels in France are also featured.



SILICA SYSTEMS OFFER YOU

- ***FREE OVERNIGHT COURIER DELIVERY:*** On all hardware orders shipped in the UK.
- ***TECHNICAL SUPPORT HELPLINE:*** Team of Atari technical experts at your service.
- ***PRICE MATCH:*** We normally match competitors on a "Same product - Same price" basis.
- ***ESTABLISHED 12 YEARS:*** Proven track record in professional computer sales.
- ***BUSINESS + EDUCATION + GOVERNMENT:*** Volume discounts available for large orders.
- ***SHOWROOMS:*** Demonstration and training facilities at our London & Sidcup branches.
- ***THE FULL STOCK RANGE:*** All of your Atari requirements from one supplier.
- ***FREE CATALOGUES:*** Will be mailed to you with offers and software/peripheral details.
- ***PAYMENT:*** By cash, cheque and all major credit cards.

Before you decide when to buy your new Atari ST computer, we suggest you think very carefully about WHERE you buy it. Consider what it will be like a few months after buying your ST, when you may require additional peripherals or software, or help and advice with your new purchase. And, will the company you buy from contact you with details of new products? At Silica Systems, we ensure that you will have nothing to worry about. We have been established for over 12 years and, with our unrivalled experience and expertise, we can now claim to meet our customers requirements with an understanding which is second to none. But don't just take our word for it. Complete and return the coupon now for our latest Free literature and begin to experience the "Silica Systems Service".

MAIL ORDER HOTLINE **081-309 1111**

SILICA SYSTEMS

MAIL ORDER: 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX **Tel: 081-309 1111**
Order Lines Open: Mon-Sat 9.00am-6.00pm No Late Night Opening Fax No: 081-308 0608

LONDON SHOP: 52 Tottenham Court Road, London, W1P 0BA **Tel: 071-580 4000**
Opening Hours: Mon-Sat 9.30am-6.00pm Late Night: Thursday until 8pm Fax No: 071-323 4737

LONDON (SELFRIDGES): 1st Floor, 369 Oxford Street, London, W1A 1AB **Tel: 071-629 1234**
Opening Hours: Mon-Sat 9.30am-6.00pm Late Night: Thursday until 8pm Ask for extension 3914

SIDCUP SHOP: 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX **Tel: 081-302 8811**
Opening Hours: Mon-Sat 9.00am-5.30pm Late Night: Friday until 7pm Fax No: 081-309 0017

To: Silica Systems Ltd, Dept CRASH-0891-61, 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX

PLEASE SEND FREE ATARI COLOUR CATALOGUE

Mr/Mrs/Ms: .... Initials: .... Surname: ....

Address: ....

....

....

Postcode: .... Tel: ....

Which computer(s), if any, do you own? ....

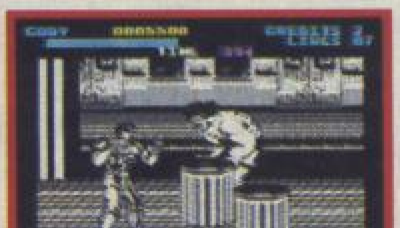
E&OE - Advertised prices and specifications may change - please return the coupon for the latest information.



● It's Haggar (isn't he a big boy?) and there's a lead pipe ready to be picked up and use to knock out his opponents!

muscle-bound opponents that come your way. Collect additional weapons, such as a lead pipe, a knife, and a couple of oriental-type weapons to thwart your 25 different adversaries more effectively.

The whole caboodle hits the streets soon, on US Gold's Capcom label, and pick up next month's CRASH for the full, exclusive review.



● It's dustbin day in Final Fightsville — remember no garden refuse in black sacks

Knockout!

Devastating Blow!

Whack! Kapow! Thwak! Smash! Pow!

● Ah, the Speccy software world — it's like one big party with lots of new people arriving and bringing fun and frolics with them. And here, emerging from love-shack number four, is a new software house called Beyond Belief.

The company has been formed by development team Dynamite Designs and the first title to pop out is an action-packed boxing game called *Devastating Blow*, due for release in September with a bijou price tag of £3.99.

Boxing games have always been a bit hit-and-miss on the Speccy, but Beyond Belief reckon they've come with with a stunner that 'plays extremely well'. Featuring long scoring jabs, short jabs, body jabs, hooks, uppercuts, blocks and leanback moves, the ringside action is combined with a PowerTraining session to build up your fighter's strengths.

Devastating Blow's been in development for about 12 months (hence the £3.99 price point). As they get going, Beyond Belief hope to be releasing two games a month, with future titles in development being a footy game, a card/gambling game, a beat-'em-up, a BMX game, and a space game for Christmas time. Until the review, why not practice your thumping (we're about to start on the Ed's cat who's just put it's muddy paws all over the +3. Scram, fuzz-face!).

● 'Punch his lights out! Make him bleed!' shout the handbag-wielding grannies in the audience!





● Here's one of those disgusting fairies from the Rod-land coin-op

Puke! It's Cute!

Rod-Land

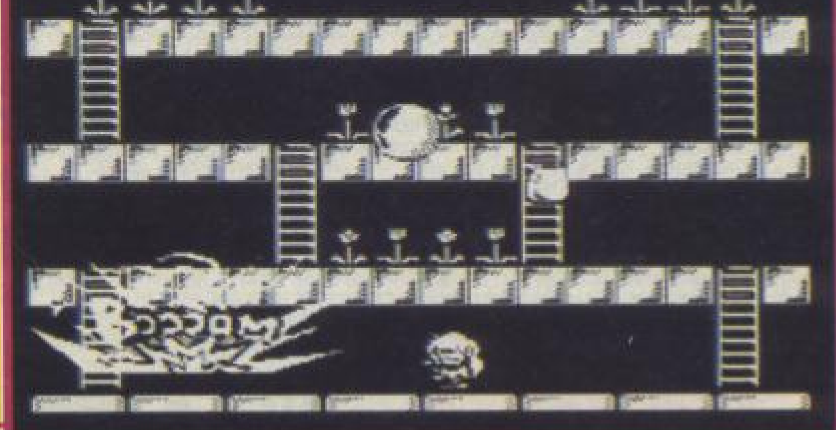
● Tam and Rit are a couple of cute fairies (blurgh) who mince about in *Rod-land*, a place filled with blossoming flowers (*heave...*), doing away with the myriad of fluffy bunnies, 'iccle kittens and cuddly-wuddly elephants wif big floppy ears. (*Hurgh! Bleugh!! Vommmmmmm*-it!!)

Oh dear, that's made a right old mess. Don't blame us, if it wasn't for Storm's cute-till-you-puke new platform game, *Rod-land*, we'd be fine (but here it is).

Yup, Japanese cuteness comes to your Speccy this September with the conversion of Jaleco's coin-op. The pink pair are equipped with the Rods of Sheesanamo (bless you!) which they use to whack the cutesome opponents into oblivion — and by getting hold of the cute nasties' lapels, Tam and Rit swing their foes back and forth over their heads until the disappear in a puff of magic dust.

Huge (but again, sickeningly cute) end-of-level monsters also stand in Tam and Rit's way but with the additional help of collectable weapons such as bombs, bullets and ice crystals, they shouldn't be much of a problem. The whole thing's a quest to rescue their mom and you can discover how easy a job it is in the full review soon(ish).

● Kaboom! Tam (could be Rit, though) sets off a bonus explosion and does away with a particularly offensive creature



LLOYD MANGRAM'S FORUM

Just like the stuff in my garden, the summer weather has made the size of the Forum blossom! Yes, summer's once again upon us and that means the streets of Ludlow are crawling with tourists lushing around and bringing 'much needed trade and vitality to a quaint old market town', I don't think. Well, you try getting in your weekly shop at the market while coachloads of Japanese take photies and giggle furiously everytime you pick up an aubergine and squeeze it for ripeness. And then trying to get home on a bicycle through the narrow lanes as further coachloads block the roads. So, if you're visiting Ludlow this summer and get an over-ripe aubergine lobbed through your coach window, you know who to blame. Sorry. Anyway, there's always one thing I welcome into Ludlow and that's your letters. Keep them coming by the sackload — there's a £40 software voucher for the best letter every month. Send your missives to: Newsfield, LLOYD MANGRAM'S FORUM, CRASH, Ludlow, Shropshire SY8 1JW.

SPOT ON

Dear Lloyd
Last week I bought *The Hunt for Red October* and really enjoyed it. I think your review was spot on, with an overall mark of 70%. Oh, and why has your magazine got a lot better? Is it because of you?
Paul Broughton, Colne, Lancs

Of course, it's because of me. Who else do you think could create something this good! That's what I'm continually telling the Ed, but after seven years on the job I'm still overworked and underpaid. Some things never change. A bit like the accuracy of the CRASH reviews, as we say, written by Speccy gamesplayers for Speccy gamesplayers! It's just like asking a mate (which is what we are because we're very cuddly).
LM

HULLO, 'EINSTEIN'

Dear Lloyd
I have made a brilliant discovery! Yes, you can record yourself playing games on your Speccy. What you do is this: connect the aerial lead from the back of the Speccy into the socket of a video recorder which normally takes the TV pictures from your roof aerial. Turn on the TV, tune it into the video channel and tune the video to your Speccy. And there you go! Press record to tape your game being played.
Edward Reed, Pembroke Dock, Dyfed

Amazing! Blimey, never thought of that. 'Hem, 'hem. The only problem is that watching a video of a Speccy game being played ranks on the boringometer slightly below looking at granny's holiday snaps.
LM

CHEAT! STRING HIM UP!! ETC

Dear CRASH
Remember your Jetman compo from Issue 89? Well, one of the winners has cheated (Ha ha! I like getting people into trouble). I have sent in a page from a *Beano* comic (dated January 25 1991) which has an identical picture of Stuart Sell's Eyespy character. In other words, he didn't invent it at all. Personally, I think he should be disqualified and my character should win instead because he is so cool and original.
Captain Planet, Inverness, Scotland

Well, well, I never knew Captain Planet lived in Inverness. Learn something everyday, don't you? Anyway, well done Capt, you've righted another wrong that slipped through our net (we're not avid Beano readers, y'see). Stuart — you should be ashamed of yourself, pop down to your local fish emporium, purchase a large and soggy haddock and give yourself a few good blows with it.
LM

CALL THIS A LETTER?

Dear Lloyd
Hello there! How's life in Speccyville? Lloyd, I'm bored (sorry, but I am). I'm upstairs in my bedroom on the pretence of revising for my exams and I just can't take anything in so I thought I'd drop you a line. I would usually just hook up my Speccy and hammer away in that for a while, but it's at the fixing shop at the moment. I think it must have overdosed on *Dizzy* games. So, here I am.

I knew writing to you would be a good ideas, but now I'm here I can't actually think of anything to write about. Er... Oh yes! I know, how about the state of the economy? Right, the state of the economy is crap, why don't we scrap all this money business anyway?
Adam Longthorne, Portsmouth

PS Can I have a free game?

No you can't! I reckon that ranks as probably the most pointless letter of the month. Adam, you're a plank (and don't you forget it).
LM

ZOB OFF

Hello, my name is Zob. I am an alien from Mars. I have come to Earth and transformed myself into this piece of paper. I am at this moment having sex with your fingers and I know you are enjoying it because you are smiling. Please pass me onto another human being so I may try them.
Zob (RWJ Bain, Yarm, Cleveland).

Ah, it is nice to have interesting and worthwhile letters, isn't it viewers (so how about some?). Zob, you're a complete perv, return to the planet whence you came this instance!
LM

SAM(E) OLD STORY

Lloyd
First of all, I must confess that I am not a regular CRASH reader! I feel that your magazine is not aimed at my good self, as I'm 39 and may fall into the BOF (Boring Old Fart) category.

However, I do enjoy playing games, especially adventures, strategy and puzzles, and I also enjoy utilities. I'm the proud owner of a twin-drive 512K Sam Coupé with numerous add-ons dangling from the ports.

I bought the latest CRASH as you featured two good reviews of SAM specific software, in colour too! I was pleased to see several pieces of SAM material and even an increased amount of adverts for SAM programs. Many magazines seem to ignore SAM, as there isn't a large enough market for SAM software to be developed on a wide scale. SAM is an excellent

NOW COME THE THREATS

Dear CRASH
Hi, my name is Andrew, I am 11. And I am quite good on the Speccy. Could you answer my question? Could I join the team because I hardly have any friends that have a Speccy. Please reply a good answer (if you don't say yes then I will get my alsatian!).
Andrew Rix, South Wirral

Get your alsatian? What kind of a job application is that? The Ed says he doesn't succumb to mindless threats (well thought out, devious, nasty plans give him the shudders, though). Sadly, you can't join the team because there's this little thing you should be doing at the moment. It's called school. You know, the big building packed with kids and a few grown-ups milling about the place. Concentrate on that for the mo, and drop us a line in about eight years time.
LM

computer, great for utilities and games, and is becoming more popular by the month.

If you continue to support SAM, I shall probably buy CRASH on a regular basis, as long as I don't have to wear a baseball cap at a strange angle and go around saying 'Yo, dudes!'.
Phil Glover, Birmingham

The Coupé's here to stay, especially now software is really coming through for it. At the moment we're just waiting for *Prince of Persia* & *F-16 Combat Pilot* to come through, both promising to be excellent titles (they may even be in this issue!). And if you start wearing a baseball cap and shouting 'Yo! Dudes!' we'll start saying 'Ar' yow oil-rioght, loike?' like they do in Brum.
LM

PRAISE INDEED

Dear Lloyd
I am writing to congratulate you on the new double-tape. I spent hours on your soccer game and lots of time on the Codies' games. I also like your cover. They look so realistic and are full of colour.

I have been reading CRASH for about a year and have seen a vast improvement on the reviews, previews, and compos. So keep up the good work and I'll keep forking out for CRASH. Are there any wrestling games out at the moment?
Scott Stapley, Courthorne, Berks

There aren't, to my knowledge, any good wrestling games around at the moment; there have been a couple of attempts in the past but none have been successful — either the collision detection's all wrong or the graphics just wobble around the screen like demented budgies. Thanks for your comments on the double-trouble Powertape extravaganza (there were people collapsing all over the place to bring that much excitement and quality to you).
LM

LETTER OF THE MONTH!

Dear LM
Regarding the 'Speccy is no good' argument put forward by the spoilt owners of Nintendos and the like, please allow this old giffer of 25 a bit of a moan...

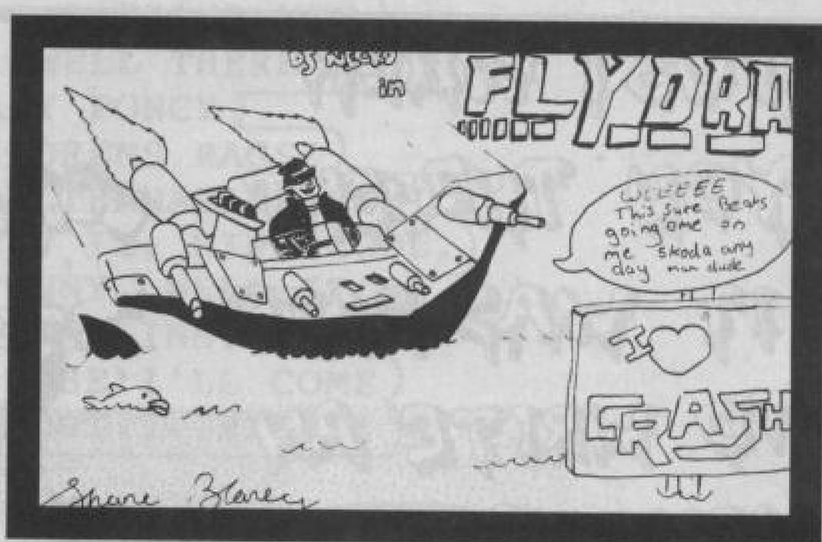
The Amigas, Master Systems, Megadrives, Masterdrives, Megamasterdrives, Whistdrives and Graveldrives of this world might have all the hardware sprites, smooth scrolling, multi-channel PCM sound systems and 1000 colours per pixel from an available palette of 11 million, but they were all designed to do that: to impress tender young minded gamesters of the Nineties. When people mock the Speccy, they forget that it's very old indeed and at the time of its invention most people thought a sprite was either a small elf-like creature or a drink of fizzy water.

The Speccy was a huge innovation in personal computing and it is a tribute to its quality that it's still so popular today. Sir Clive wasn't knighted for nothing! Okay, so graphically and sonically the Speccy has its limitations, but it can smooth-scroll, most games do have sprites and multi-voice music has been heard — a miraculous feat indeed on a one-channel beeper.

As long as programmers continue to beat the Speccy's apparent limitations, it will survive. How often have we thought 'That's it, surely it can't do any more?' only for the next game to show us that it can. Anyway, who wants to pay £30 a game when the only way to enter pokes is with a soldering iron?
Graham Marsh, Wakefield, West Yorks

Exactly! You're a bright and cheerful kinda fellow, aren't you? Of course, the world of computers and gamesis going to progress — and there's no point denying that there are some excellent machines out there. But, over and over again, the Speccy does appear to keep coming out on tops as far as game quality (if not quantity) is concerned.

The only shame these days is that the famous programmers who can push the Speccy to its limits are moving on into the world of the 16-bit machines and consoles, far greater riches lie there! But don't panic, there are still programmers around who know how to get the most out of the machine and I'm sure we'll see loads of spectacular Speccy sights over the next few months!
LM



Titter (almost). It's Flydra starring DJ Nicko — quelle surprise. And this little gem comes from 13-year old Shane Blaney from Omagh in N Ireland who wins a £10 voucher!

DANCING THE DIZZY HEIGHTS

Dear Lloyd
I am writing this letter to correct a mistake printed in your forum in Issue 89. In the letter from Luke Palmer it said he was Dizzy's biggest fan. Well, he was wrong! I am. I have got and completed (without using a poke) *Dizzy* (I have four copies now!), *Treasure Island Dizzy, Fantasy World Dizzy, Magicland Dizzy, Fast Food, Kwik Snax* and *Dizzy 3.5 — Into Magicland*. At the moment I'm saving up for *Panic Dizzy* and an Atari ST so I can buy all the Dizzy games for that as the graphics are slightly better and there's different gameplay.

I have a poster of Dizzy and Denzil and I have made models of most of the Yolkfolk out of blown eggs and Fimo, when I was supposed to use the school library to do a project for English, I used CRASH magazines from home so I could do a project on Dizzy. I am always playing the Dizzy games and always talking about them (I drive my friends mad!). I think Code Masters are the best software house in the world. Try to find out when *Dizzy 5* will be released.
Dave Garratt, Stoke-On-Trent

Dave, you're obviously as mad as a hatter. Have a word with yourself and come back in the morning. In the meantime, how about sending a photie of your handmade Yolkfolk along so we can have a look. *Dizzy 5* could be with us this autumn.
LM

BEE-BOP-SHE-WOOP-WOOP

Dear Lloyd
I think the standard of music in Speccy games gets better all the time. My favourite recently has been the music on the *Turrican 2* demo on last issue's Powertape, which arrived today.

What I'd really like to know is what's the best package around so I can create music on my Spectrum. Also, can you tell me what sort of music the CRASH team like?
Ben Armstrong, Croydon, Surrey

Datel Electronics can supply you with the *RAM Music Machine*, a natty package which completes complete

GRAPHICAL EXCITEMENT

Dear Lloyd
I was just reading Robert Finlayson's verdict about the Spectrum +2 in Issue 89. Man, I think the graphics are brill! Take the Dizzy games for instance, they're great and boldly coloured and probably the best graphics out of the Commodore and Amstrad even put together (anyway, that's my opinion).

I was really amazed when I loaded *Dan Dare 3* — it was a pleasure playing it. I started to lend the game to my mates 'cos they liked it so much. Never again! What do you think about *Dan Dare 3* and its wide range of colours and great playability?
James (Speccy fan) Preece, Uppington, Shropshire

Man, we loved *DD3* and gave it a CRASH Smash in Issue 73 (Feb '90), it's cool and we dig it (Oi! This is a hippy-free zone! —Ed).
LM



Guffaw! Yes, we liked this one lots (except Charlie thinks it's a salmon joke). Hurrah for Brian Eyre from Limerick, Ireland who'll soon be receiving a £10 voucher! If you have a Bug Box cartoon you reckon would tickle our funny-bone, send it along to: Newsfield, BUG BOX, CRASH, Ludlow, Shropshire SY8 1JW. A £10 software voucher could be yours! Byeeeeeeee!

CELEBRITY JOKE SHOP

A laugh a minute is not at all guaranteed when CRASH Advertisement Exec, Justine Pritchard opens up the doors of Celebrity Joke Shop.

'Right, there's this bloke and he walks into a pub, takes off his hat and puts it on the table. Suddenly this great big dog grabs the hat and eats it. So, this bloke says to the dog's owner, ''Ere! Your dog just ate my hat!' And the dog's owner says 'Don't bother me.' 'Ere!' says this bloke again, 'I don't think you understand, your dog has just munched my hat.' 'Go away, don't hassle me' says the dog's owner. ''Ere!' says the bloke, 'I don't like your attitude.' So the dog's owner says 'Wasn't my attitude!' (attitude — hat-he-chewed! Haw! Haw! Geddit?! Screeeeam!)

Yes. Have you any similar mirthless jokes, completely snigger-free? If so, send them along to: Newsfield, CELEBRITY JOKE SHOP, CRASH, Ludlow, Shropshire SY8 1JW and you could be the winner of a Celebrity Joke Shop certificate!

with all the hardware and software you need to create tunes and sample music. It costs £49.99 and you can get details from Datel on 0782 744707.

On the subject on the CRASH team's music tastes: Nicko's 'well into' Depeche Mode, the Pet Shop Boys and Erasure but currently warbling on about Hungarian folk music. Mark thinks everyone should listen to James Brown, ELO, Led Zep and foreign electro-bop stuff (peculiar, isn't it?) and the Ed likes nothing better than spinning a few Kylie (she's ace) or Madonna discs and loves old croon songs (he's currently torturing a couple of Billie Holiday songs around the office). Me? Oh, Pink Floyd (I'm just an old rocker at heart).
LM

HAVE YOUR SAY

Dear Lloyd

I have just finished reading this month's Letter of the Month in Issue 89 concerning the effect that shoot-'em-ups and fighting games are supposed to have on the younger generation.

'War crazed kids', indeed! What a load of rubbish. If I had a wet haddock I'd slap it right across certain peoples' faces. I also was unfortunate to hear that radio report which I'd totally forgotten about unitl I read your Letter of the Month. I totally agree with what Carl said, but I'm writing because what you said: 'Don't you think it would have made a better report on the radio if they interviewed gamesplayers or, at least, software houses?' Well, what about people who work on computer magazines?

I've decided to write to the radio station concerned as they have a programme where people can go into the station and take part in the programme for one hour and put their views forward on any subject they want to talk about. So, could your readers help me?

How? Well, if people wrote were to write in with their views on the subject it would help. So, come on your Speccy players — send in your comments and why not ask your parents and grandparents what they think.

Andy Longbottom, Hastings

If you've got something to say, say it! That's always been my motto (along with: laugh and the world laughs with you, cry and the world doesn't give a hoot). This Forum is your place to have your say but don't neglect things like radio phone-ins, they're always just as pleased to have a call (make it sensible, plan what you're going to say) as I am to have your letters.

And, as Andy points out, lets hear some opinions from parents (I know you take sneaky peeks at the mag) on your views of games. You might even win a £40 software voucher which'll save your wallet next time your siblings come begging!
LM

HI-FIRE

Hi-fire's gone on holiday (the lucky blighter) but, in the mean time, keep sending in your high-scores (with a photo of yourself if possible) to:
Newsfield, HI-FIRE, CRASH, Ludlow, Shropshire SY8 1JW.
Hi-Fire's back next month with a new-look and a new attitude (whatever that means).

Right, that's your lot. At the moment letters on the subject of software pricing would be especially welcome. Is £11.99 simply too much for a full-price game. How long would it take you to save up for that? Or don't you bother saving that amount, and stick to buying budget software. Let's inform the software publishers. Go on, then, get writing. See you in a month's time. Ta-ra, chucks.



'ERE PAL, DID YER KNOW THERE'S A BRAND NEW COMIC COMIN' OUT SOON?....WELL THERE IS, 'N' IT AINT LIKE YER ORDINARY PONCY CHILDRENS RAGS! IT'S GONNA BE THE FIRST ALTERNATIVE COMIC FER KIDS!....UP TER DATE, WIV IT, HIP, COOL, WICKED ETC....'N' IT'S MEGA FUNNY, WELL IT'S BOUND TER BE COZ IT'S GOT ME INNIT! SO YER BETTER BUY IT....OR ELSE I'LL COME ROUND 'N' PUNCH YER LIGHTS OUT....RIGHT!
ON SALE JULY 27TH
THE ALTERNATIVE COMIC FOR KIDS
UK DISTRIBUTOR: COMAG - 0895-444055

SOFTWARE

MasterCard · Access · AMERICAN EXPRESS · VISA

SPECTRUM GAMES

BUDGET

Title		Price
2 PLAYER SOCCER SQUAD	(D & H) NEW	2.99
2 PLAYER SUPER LEAGUE		2.99
1942		2.99
A.P.B.		3.99
A.T.F.(ADV. TACTICAL FIGHTER)		2.99
ACE 1		1.99
AFTERBURNER		2.99
AMERICAN FOOTBALL		2.99
ARCADE FRUIT MACHINE		2.99
ARKANOID 1 OR 2		2.99
AUSTRALIAN RULES FOOTBALL		2.99
BARBARIAN 2		3.99
BARBARIAN		2.99
BATMAN		2.99
BATMAN THE CAPED CRUSADER		2.99
BATTLESHIPS		1.99
BEACH HEAD 1 & 2 & RAID-MOSCOW		4.99
BLINKY'S SCARY SCHOOL		2.99
BOULDERDASH 1 OR 2 OR 4		2.99
THE BOXER		2.99
BOXING MANAGER		2.99
BRITISH SUPER LEAGUE		2.99
BUGGY BOY		2.99
C.J'S ELEPHANT ANTICS		2.99
CALIFORNIA GAMES		3.99
CHAMPIONSHIP GOLF		2.99
CHUCKIE EGG 1 OR 2		3.99
CLASSIC PUNTER		2.99
CLASSIC TRAINER		2.99
CLASSIC TRAINER 2		2.99
COMMANDO		2.99
CONTINENTAL CIRCUS		2.99
COUNTY CRICKET	(D&H)	2.99
CRICKET MASTER		2.99
CUP FOOTBALL		2.99
CUP MANAGER		2.99
DALEY THOMPSONS DECATHLON		2.99
DALEY THOMPSONS OLYMPIC CHALL		2.99
DEFENDERS OF THE EARTH		3.99
DIRT TRACK RACER		2.99
DIZZY PANIC		3.99
DOMINOES		2.99
THE DOUBLE		2.99
DOUBLE DRAGON		2.99
DRAGON NINJA	NEW	2.99
DRILLER		2.99
EMPIRE STRIKES BACK		2.99
EURO BOSS		2.99
FANTASY WORLD DIZZY		3.99
F1 TORNADO		2.99
FAST FOOD		2.99
FIGHTER PILOT		2.99
FIRST PAST THE POST		2.99
FOOTBALL CHAMPIONS		2.99
FOOTBALL DIRECTOR		2.99
FOOTBALL MANAGER		2.99
FOOTBALL MANAGER 2		2.99
FOOTBALL MANAGER 2 EXPANSION		2.99
FOOTBALL MANAGER WORLD CUP		2.99
FORGOTTEN WORLDS		3.99
FORMULA 1 GRAND PRIX		2.99
FRANK BRUNO		2.99
FRUIT MACHINE SIM 2		3.99
FULL THROTTLE 2		2.99
GARY LINEKERS HOTSHOTS		3.99
GRAHAM GOOCH CRICKET		2.99
GHOSTS AND GOBLINS		2.99
GHOSTBUSTERS		1.99
GHOSTBUSTERS 2		3.99
GRAND NATIONAL		1.99
GREAT ESCAPE		2.99
GREEN BERET		3.99
GRID IRON 2		2.99
GRYZOR		3.99
HOBGOBLIN	NEW	2.99
HAWK STORM		2.99
IK+		2.99
IKARI WARRIORS		2.99
INSPECTOR HECTI IN THE INTERCHANGE		2.99
INTERNATIONAL FOOTBALL		2.99
INTERNATIONAL MANAGER		2.99
INTERNATIONAL RUGBY		3.99
JET SET WILLY		1.99
JOCKY WILSON COMPEDIUM OF DARTS		3.99
KENNY DALGLISH SOCCER MANAGER		2.99
KENTUCKY RACING		2.99
KICK OFF		3.99
KWIK SNAX		2.99
L.E.D.STORM		3.99
LICENCE TO KILL		2.99
LOP EARS		2.99
MACADAM BUMPER PINBALL		2.99
MAGICLAND DIZZY		3.99
THE MANAGER		2.99
MANIC MINER		2.99
THE MATCH	NEW	2.99
MATCHDAY 1 OR 2		2.99
MERCENARY		2.99
MIKE REIDS POP QUIZ		2.99
MINI OFFICE		2.99
MONTY ON THE RUN		2.99
MOTOR CYCLE 500		2.99
NIGEL MANSELL GRAND PRIX		2.99
ON THE BENCH		2.99
OPERATION WOLF		2.99
OUTRUN		3.99
PAPERBOY		2.99
PASSING SHOT TENNIS		2.99
POPEYE 2		2.99
POSTMAN PAT 1 OR 2		2.99
PREDATOR		3.99
PRO GOLF (CODEMASTERS)		3.99
PROFESSIONAL FOOTBALLER	NEW	2.99
PUB GAMES		2.99
PUB TRIVIA		2.99
QUATTRO ADVENTURE		3.99
QUATTRO ARCADE		3.99
QUATTRO CARTOON		3.99
QUATTRO COMBAT		3.99
QUATTRO FIRE POWER		3.99
QUATTRO RACERS	NEW	3.99
QUATTRO SPORTS		3.99
QUESTION OF SPORT		2.99
QUICK DRAW MCGRAW		2.99
R TYPE		3.99
RAMBO 3		3.99
REAL GHOSTBUSTERS		3.99
RED HEAT		3.99
RENEGADE		2.99
RETURN OF THE JEDI		3.99
ROCK STAR ATE MY HAMSTER		3.99
RUGBY BOSS		2.99
RUGBY COACH	(D & H)	2.99
RUGBY MANAGER		2.99
RUN THE GAUNTLET		3.99
RUNNING MAN	NEW	3.99
SABOTEUR 1 OR 2		1.99
SALAMANDER		2.99
SAM FOX STRIP POKER		2.99
SCOOBY DOO		1.99
SCOOBY DOO AND SCRAPPY DOO		3.99
SILKWORM		2.99
SLIGHTLY MAGIC		3.99
SNOOKER MANAGEMENT	(D & H)	2.99
SNOOKER MANAGER		2.99
SOCCER 7		2.99
SOCCER DIRECTOR		2.99
SOCCER Q		2.99
SPIKE IN TRANSILVANIA	NEW	2.99
SPITTING IMAGE		2.99
SPY V SPY 1 OR 2		2.99
STACK UP	NEW	2.99
STAR WARS		3.99
STEVE DAVIS SNOOKER		2.99
STREET FIGHTER		2.99
STRIP POKER 2		2.99
SUBBUTEO		3.99
STRIKER		2.99
STRIKER MANAGER	NEW	2.99
SUPER HANG ON		3.99
SUPER STOCK CARS		2.99
TARGET RENEGADE		3.99
TARZAN GOES APE		2.99
TECHNOCOP		3.99
TELLYWISE		2.99
TETRIS		2.99
THEATRE EUROPE		2.99
THUNDERBLADE		3.99
THUNDERCATS		2.99
TOMAHAWK		2.99
TOP GUN		3.99
TORNADO ECR		3.99
TRAP DOOR 1 OR 2		2.99
TRACKSUIT MANAGER		2.99
TREASURE ISLAND DIZZY		3.99
VIGILANTE		2.99
VIKINGS		2.99
TREBLE CHAMPIONS		4.99
WACKY DARTS		2.99
WEC LE MANS		2.99
WEMBLEY GREYHOUNDS		2.99
WONDERBOY		3.99
WORLD CLASS LEADERBOARD, LEADERBOARD & TOIURNAMENT		4.99
XENON		2.99
YES PRIME MINISTER		2.99
YOGI AND THE GREED MONSTER		2.99
YOGI BEARS GREAT ESCAPE		2.99

SOFTWARE CITY SPECIALS

Title		Price
ALTERED BEAST	NEW	3.99
BADLANDS	NEW	3.99
BOULDERDASH 1 & 2		3.99
CAPTAIN FIZZ		2.99
CRACKDOWN	NEW	2.99
DEACTIVATORS		0.75
DOUBLE DRAGON 2	NEW	3.99
DRAGON BREED	NEW	3.99
ENLIGHTENMENT (DRUID 2)		0.99
ESCAPE PLANET ROBOT MONSTERS		4.99
FIGHTER BOMBER	NEW	4.99
FINAL MISSION		1.99
GAMES SUMMER EDITION		2.99
GHOSTBUSTERS 2	NEW	3.99
GHOULS AND GHOSTS	NEW	3.99
HAMMERFIST	NEW PRICE	2.99
HEAVY METAL	NEW	3.99
INTENSITY		0.75
INTERNATIONAL 3-D TENNIS	NEW	3.99
KARYSSIA ADVENTURE		2.99
KENNY DALGLISH SOCCER MATCH		2.99
MAGNETRON		0.75
MOONCRESTA		1.99
MYSTERY ON THE NILE		0.75
NINJA WARRIORS	NEW	3.99
SALAMANDER		2.99
SANXION	NEW	2.99
SHACKLED		1.99
SNOWSTRIKE	NEW	3.99
SPYTREK ADVENTURE		1.99
STARGLIDER 2	NEW	6.99
STARSTRIKE 1 & 2		1.99
S.T.U.N. RUNNER	NEW	3.99
SUBTERRANEAN NIGHTMARE		1.99
TEMPEST		1.99
X -CEL		1.99

FULL PRICE

Title		CASS	DISC
ADIDAS FOOTBALL		8.99	11.99
ANCIENT BATTLES		10.99	N/A
BATTLE OF THE BULGE		9.99	N/A
BRIAN CLOUGH'S FOOTBALL FORTUNES		7.99	9.99
CHASE HQ 2		7.50	10.99
CHIPS CHALLENGE		7.50	N/A
COLOSSUS BRIDGE 4		8.99	10.99
COLOSSUS CHESS 4		7.50	10.99
CRETE 1941		9.99	N/A
CROMWELL AT WAR	NEW	8.99	N/A
CRICKET CAPTAIN (D&H)		7.50	N/A
DELTA CHARGE		7.50	N/A
DELUXE SCRABBLE		N/A	10.99
EDD THE DUCK	NEW	7.50	10.99
EMLYN HUGHES INT. FOOTBALL		7.50	10.99
EMLYN HUGHES TRIVIA QUIZ		7.50	N/A
EUROPEAN SUPER LEAGUE		8.99	10.99
EXTERMINATOR		7.50	N/A
EXTREME		7.50	8.99
F-16 COMBAT		10.99	14.99
FAMOUS FIVE		7.50	N/A
FOOTBALL DIRECTOR 2 (128K, +2 & +2A)		13.99	13.99
FUN SCHOOL 3 (UNDER 5'S)		8.99	12.99
FUN SCHOOL 3 (5-7)		8.99	12.99
FUN SCHOOL 3(7+)		8.99	12.99
GAZZA 2		7.50	10.99
GOLDEN AXE		7.50	10.99
GRAND PRIX (D & H)		7.50	N/A
GREMLINS 2		7.50	N/A
GUNSHIP		7.50	10.99
HERO QUEST	NEW	7.50	10.99
HOSTAGES		7.50	10.99
HUNT FOR RED OCTOBER		7.50	N/A
HYDRA		7.50	10.99
JAHANGIR KHAN SQUASH	NEW	7.50	10.99
KICK OFF 2		7.50	10.99
LOOPZ		7.50	N/A
LORDS OF CHAOS		7.50	10.99
LOTUS ESPRIT TURBO CHALLENGE		7.50	10.99
MAN UTD		7.50	10.99
MULTI PLAYER SOCCER MANAGER		7.50	N/A
MYSTICAL	NEW	8.99	11.99
NARC		7.50	10.99
NARCO POLICE		7.50	10.99
THE NATIONAL		7.50	N/A
NAVY SEALS		7.50	10.99
NEW ZEALAND STORY		7.50	10.99
NIGHTSHIFT		7.50	N/A
NINJA REMIX		7.50	N/A
NORTH AND SOUTH		7.50	10.99
PANG		7.50	10.99
PICK N PILE	NEW	7.50	10.99
PREDATOR 2		7.50	10.99
PROJECT STEALTH FIGHTER		7.50	10.99
RAINBOW ISLANDS		7.50	10.99
THE REAPER		7.50	10.99
RICK DANGEROUS 2		7.50	10.99
ROBOCOP 2		7.50	10.99
SCRABBLE, MONOPOLY & CLUEDO		14.99	N/A
SHADOW DANCER	NEW	8.99	N/A
SIM CITY		9.99	11.99
SKULL AND CROSSBONES		7.50	10.99
SPORTING TRIANGLES		7.50	10.99
STAR WARS TRILOGY		7.50	N/A
STEVE DAVIS SNOOKER, POOL, RUGBY		N/A	7.50
STRIDER 2		7.50	N/A
SUPER CARS		7.50	10.99
SUPER MONACO GRAND PRIX	NEW	7.50	N/A
SUPER OFF ROAD RACER		7.50	10.99
SWITCHBLADE		7.50	10.99
SWIV		7.50	N/A
TEENAGE MUTANT HERO TURTLES		9.99	11.99
TOTAL RECALL		7.50	10.99
TOYOTA CELICA		7.50	10.99
TREVOR BROOKINGS WORLD CUP		7.50	10.99
TRIVIAL PURSUIT		10.99	N/A
VIZ		7.50	N/A
WELLTRIS		7.50	10.99
WORLD CHAMPIONSHIP BOXING		7.50	10.99
WORLD CHAMPIONSHIP SOCCER		7.50	N/A

COMPILATIONS

POWER UP
TURRICAN, X-OUT, RAINBOW ISLANDS,CHASE H.Q. & ALTERED BEAST
CASS 12.99

THE WINNING TEAM
A.P.B., KLAX, VINDICATORS, CYBERBALL & ESCAPE PLANET ROBOT MONSTERS
CASS 10.99 DISK £14.99

COIN OP HITS 2
GHOULS AND GHOSTS, DYNASTY WARS, NINJA SPIRIT, VIGILANTE & HAMMERFIST
CASS 11.99

COIN OP HITS
OUTRUN, THUNDERBLADE, ROAD BLASTERS, SPY HUNTER & BIONIC COMMANDO
CASS 5.50

CRASH SMASHES
BIONIC COMMANDO, WINTER GAMES, 720, IMPOSSIBLE MISSION 2 & SPY HUNTER
CASS 5.50

GIANTS
ROLLING THUNDER, GAUNTLET 2, 720, OUTRUN & CALIFORNIA GAMES
CASS 5.50

WINNERS
THUNDERBALDE, LED STORM, BLASTEROIDS, IMP MISSION 2 & INDIANA JONES TEMPLE OF DOOM
CASS 5.50

SYSTEM 3 PACK
MYTH, VENDETTA, TUSKER & IK+
CASS 12.99

FIST OF FURY
DOUBLE DRAGON 2, SHINOBI, NINJA WARRIORS & DYNAMITE DUX
CASS 10.99

ITS T.V. SHOWTIME
KRYPTON FACTOR, BOSS FULL HOUSE, EVERY SECOND COUNTS & BULLSEYE
CASS 7.50

DIZZY COLLECTION
DIZZY, FAST FOOD, FANTASY WORLD DIZZY, TREASURE ISLAND DIZZY & MAGIC ISLAND DIZZY
CASS 7.50

CHALLENGER
FIGHTER BOMBER, PRO TENNIS TOUR, KICK OFF, STUNT CAR RACER & SUPER SKI
CASS 10.99

SOCCER MANIA
FOOTBALL MANAGER 2, MICROPROSE SOCCER, FOOTBALL MANAGER WORLD CUPEDITION & GAZZA'S SUPER SOCCER
CASS 10.99

HOLLYWOOD COLLECTION
ROBOCOP, INDIANA JONES LAST CRUSADE, BATMAN THE MOVIE & GHOSTBUSTERS 2
CASS 12.99

PLATINUM
STRIDER, BLACK TIGER, GHOULS AND GHOSTS, FORGOTTEN WORLDS & L.E.D. STORM
CASS 11.99 DISC 13.99

COIN OP HITS
OUTRUN, THUNDERBLADE, ROAD BLASTERS, SPY HUNTER & BIONIC COMMANDO
CASS 5.50

THRILLTIME GOLD 2
AIRWOLF, SCOOBY DOO, BATTLESHIPS, SABOTEUR & FRANK BRUN
CASS 4.99

KARATE ACE
BRUCE LEE, KUNG FU MASTER, AVENGER, WAY OF THE EXPLODING FIST, UCHI MATA, WAY OF THE TIGER & SAMURAI TRILOGY
CASS 8.99

MULTI MIX 3
STREETFIGHTER, 1943 & BIONIC COMMANDO
CASS 4.99

QUATTRO CARTOON
LITTLE PUFF, WIZARD WILLY, OLLIE AND LISA 3 & FRANKENSTEIN JNR.
CASS 3.99

BLANK 3" DISCS AMSOFT/MAXELL

1	2.75
5	12.99
10	22.99

SAM COUPE

DELTA CHARGE
CASS 7.50 DISK N/A

ESCAPE-PLANET ROBOT MONSTERS
CASS N/A DISK 10.99

F-16 COMBAT NEW
CASS11.99 DISK 11.99

FAMOUS FIVE ON TREASURE ISLAND
CASS 9.99 DISK 10.99

FOOTBALL DIRECTOR 2
CASS 13.99 DISK 13.99

FUTUREBALL/ SAM STRIKES OUT
CASS 9.99 DISK 10.99

KLAX NEW
CASS N/A DISK 10.99

MINDGAMES 2
CASS 9.99 DISK 9.99

PIPEMANIA
CASS 9.99 DISK 9.99

SPHERA
CASS N/A DISK 10.99

TASWORD 2
CASS N/A DISK 14.99

Get yer stamps out and pay a visit to Prize City!

Win a fab US GOLD SEGA® MASTER SYSTEM



Yes, one of those Sega console thingies can be yours, thanks to US Gold! Plus copies, on the Sega, of *Indiana Jones, Gauntlet, Paperboy* and *Impossible Mission*! And then there are ten warm and woolly US Gold/Sega T-shirts for runners-up! Hurrah!

'I'll get by with a little help from my friends' goes the old song, and how true that is. It's such a nice feeling to have cuddly chums and two of the biggest chums in the world of computer games at the moment are US Gold and Sega, the Japanese coin-op and console giant. It's true! US Gold publish the Sega Arcade Hits label on which such corking games as *Shadow Dancer* have appeared.

There are plenty more to come too. There's the alien-busting shoot-'em-up *Alien Storm*, the top-gear addition to the *Out Run* family, *Out Run Europa*, the wild and wacky *Bonanza Bros* (news on that soon) and the stomach-churning furious flying game, *G-LOC*.

AND EVEN MORE BESIDES

But that's not all US Gold and lush-partner Sega get up to. Oh, no! US Gold also create games for Sega's great Master System console. They've re-created four top-notch Speccy games for the Master System, *Gauntlet, Impossible Mission, Indiana Jones and the Last Crusade* and *Paperboy*.

Now, as brill, triff' and fab as a Sega and the collection of US Gold games are, the cost may make you think twice. Well, think no longer! Your worries are solved! Because US Gold have stumped up a Master System and their four Sega games as first prize in this compo (they're such lovely people)! Plus there are ten US Gold/Sega t-shirts for runners-up!

To be in with a chance of winning there's a Spot the Difference puzzle to cast your beady eyes on. Picture A has ten — count 'em! — differences to picture B. All you have to do is spot the differences (hence the title), ring each one and that's it! Oh, but don't forget to fill in your name and address on the coupon and whizz it in the post to:

Newsfield
SEGA CITY HERE I COME! COMPO
CRASH
LUDLOW
SHROPSHIRE
SY8 1JW

Make sure your entry arrives on the CRASH doorstep by August 15, because that's the closing date and any entries received after that date will receive a first class ticket on the Trashcan City Express. Cheerio!

NAME...
ADRESS..
....POSTCODE........................
T-SHIRT SIZE...

A



B



The SAM Page

Here's NICK ROBERTS with all the latest software and hardware to appear on the SAM Coupé. Probably the best 8-bit computer in the world (unbiased as always, aren't you Nick? —Ed).

GET THE MESSAGE

Have you been desperately trying to convert all your old Spectrum games onto the SAM so you can load them quickly and get playing? The problem most people have come up against is compatibility: some games crash on loading and some just won't load at all!

Well SAM Co have the answer, their new toy named The Messenger. This is an interface that plugs into the expansion socket of any Spectrum (except the +3) and has a lead that goes into the MIDI OUT socket on the SAM and a switch to attach to the Euroconnector.

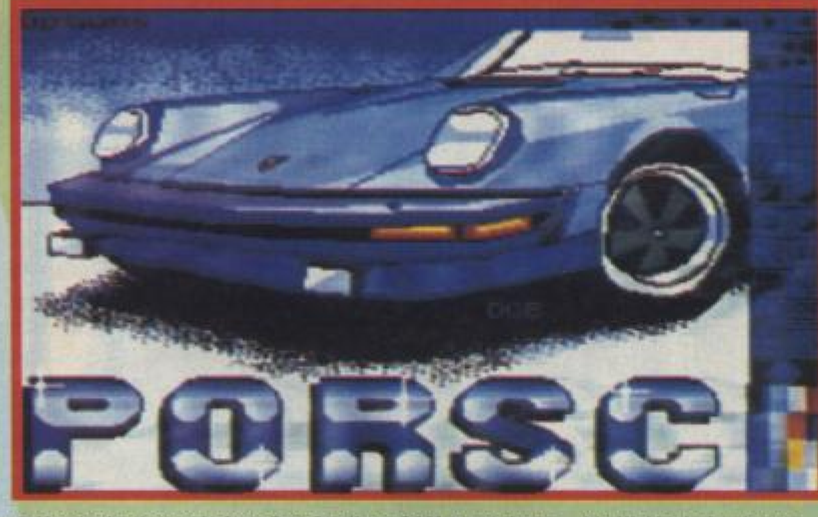
Having loaded the Messenger software on the SAM and a game on the Spectrum, you simply press the Messenger button and tap `receive' and the game ports over from the Spectrum to the SAM in a matter of seconds! You can then save the whole game onto SAM disk and add POKEs, alter the memory, etc. It's all very similar to the way that a Multiface works on the Spectrum.

Once you've ported over your software collection, you won't need the Spectrum anymore (unless you want to continue buying games to convert); to use a game, simply load it off SAM disk and play away!

Multiload games are a little more complicated, though. The instructions that come with the Messenger say to port level one from the Spectrum to the SAM then use the transmit facility to send the game back to the Spectrum again to load up the second level. This all seems a bit of a waste of time to me. Why not just play the game on the Spectrum in the first place?

Software piracy is a very touchy subject when you're talking about the Messenger. SAM Co stress that it should only be used to back up your software collection onto disk for quick, easy loading but there's always going to be the odd one or two that will use it illegally. Of course, what most SAM owners with Spectrums will do is put all their games onto disk then sell their Spectrum and all the games.

The Messenger is a useful thing to have for backing up your games but SAM owners aren't likely to go out and buy brand new software to convert. Once they've used the utility to put their software collection onto disk the Messenger will just sit in a cupboard. The Messenger costs £29.99 and is available direct from SAM Co.



● Here's the demo pic from Ron Sterlings SAM art package — it's Nick's tip for the top



● Oooh! Scarey, isn't it? Wolves Bane art on the SAM Coupé

ARRGGH! THE ATTACK OF THE DISK MAGAZINES!

Well, not quite. Actually I've had two new disk magazines arrive this month and they've both been pretty spiffy, too.

The first has an ingenious name. It's called *Review* and is a bi-monthly disk for £3. Ron Stirling of Glasgow is the creator and claims each issue of *Review* will be done in a different style, the first being Teletext. Three quid is a lot of money for a disk magazine when you think that most of the others are only £1, but *Review* is packed to the brim with great stuff.

The Teletext menu system takes a while to get used to but is fast when you have, each section being given a different number from 1 to 99, and demos, programs, text and screenshots accessed from a separate page.

The first issue of *Review* has some useful utilities for grabbing sprites, creating fonts and giving incredibly small text for listings as well as games and demos written by Ron himself. One annoying thing was the inclusion of PD demos that have been seen absolutely everywhere, like the *Chocolate Factory* one from Zenith Graphics. It was funny the first time but the 20th... *aargh!*

Hidden on the disk (very crafty) is a demo of a new art utility Ron's working on. It looks set to blow *Flash!* away (what couldn't?) and appears similar to the Amiga's *Deluxe Paint* series.

Review is great value and excellently programmed and presented. Get your copy from Review, Ron Stirling, 23 Mayfield Street, Glasgow G20 9RQ.

RTJ Soft are responsible for the second disk magazine. This one's strange because it's to have a different name each month!? The one I was sent (on a psychedelic orange disk!) was named The Wibbly Bits.

RTJ are Chris Jeeves, Lee Tebby and Nathan Reynolds. The disk isn't as full as *Review* but has some interesting items on offer. There are reviews of all the hardware to come to the SAM, a really bad sample demo and some great cartoons to have a giggle at.

There are also previews of two games the lads are working on called *Strike Force* and *Wolves Bane*, which is set to be six disks long with hundreds of locations and character interaction!

I wouldn't really go out of my way to get a copy of *The Wibbly Bits* but they promise the next disks will be better. For more information, contact Nathan at: RTJ Soft, 41 Hodge Lee Lane, Hodge Lee 2, Milton Keynes MK12 6JB.

● Plugging straight into the back of the Speccy, the SAM Messenger gives perfect ports



If you have anything to say or send in on the Coupé, you can contact me at: Newsfield, NICK'S SAM PAGE, CRASH, Ludlow, Shropshire SY8 1JW. And that's your lot — more SAM happenings next month. Byeeee!

THE BEST IN QUALITY GAMES



AT POCKET-MONEY PRICES!

ALL AVAILABLE FOR: **SPECTRUM · COMMODORE · AMSTRAD**

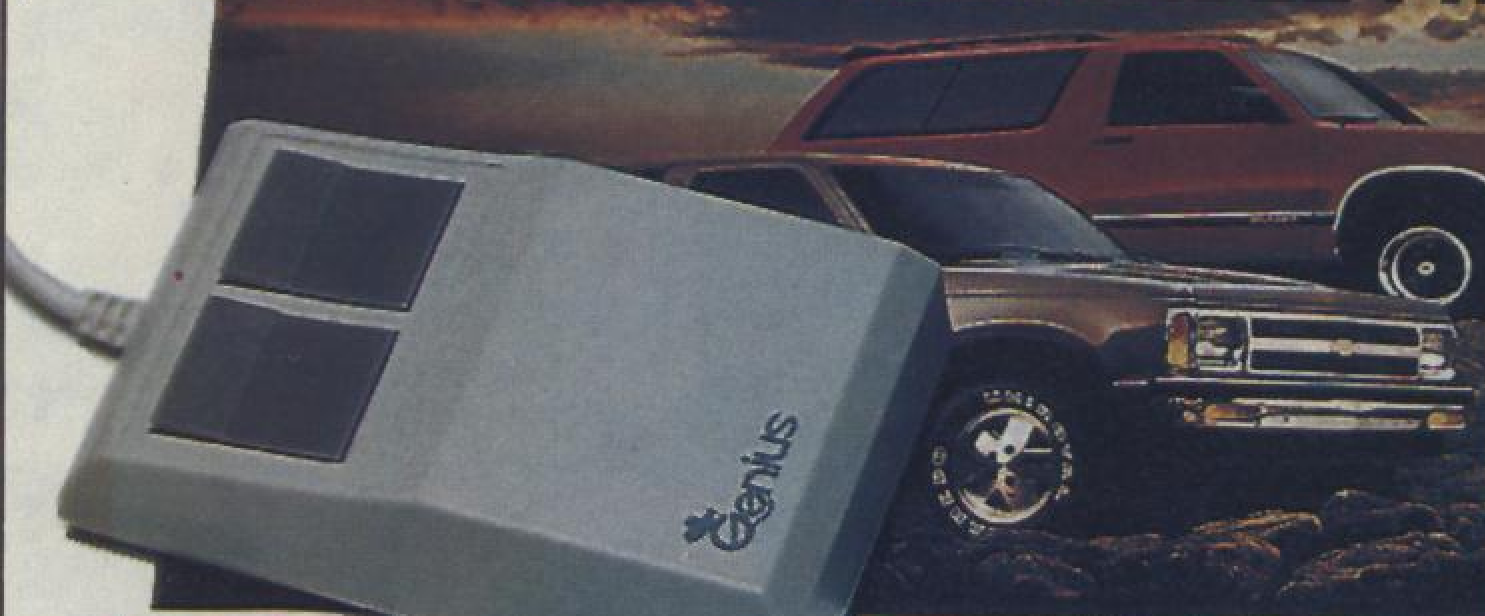
HIT NAMES · HIT GAMES · HIT SQUAD

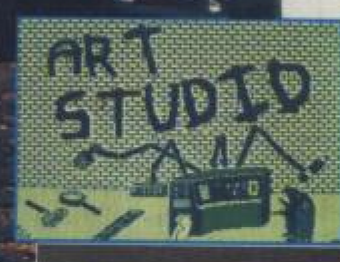
THE HIT SQUAD · P.O. BOX 350 · MANCHESTER M60 2LX

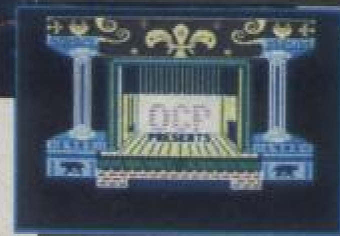



TERMINATOR 2
CRASH
ZX SPECTRUM
JUDGMENT DAY
Pictures © and TM Orion Pictures. © Carolco

NOW A TOTAL MOUSE/GRAPHICS PACKAGE FOR YOUR SPECTRUM AT A TRULY UNBEATABLE PRICE!!









SPECIAL OFFER PACK!!

Genius Mouse

COMPLETE WITH

OCP ADVANCED ART STUDIO

- **Genius Mouse is a high resolution two button mouse featuring optical counting, teflon guides, microswitches, rubber coated ball and high quality interface.**
- **When combined with OCP Advanced Art Studio this graphics package is quite simply the best system available. The features are unmatched...**
- Create an image - shrink it, expand it, move it, rotate it, copy it, colour it, etc., etc.
- Spray patterns or shades, make elastic lines - stretch and manipulate shapes.
- Zoom in to add detail in fine mode. ● Pulldown/Icon driven menus for ease of use.
- Mouse operation, plus joystick and keyboard control.
- 16 pens, 8 sprays, 16 brushes - so flexible anyone can create superb graphics easily.
- Full cut and paste facilities plus excellent printer support.
- Mouse Interface even has a built-in Joystick Port (Kempston compatible). Accepts any 9 pin Joystick.

AVAILABLE FOR 48K/128K/+2/+2A/+3 COMPUTERS (PLEASE STATE WHICH WHEN ORDERING) NOTE THAT THE +2A COMPUTER HAS A BLACK CASE UNLIKE THE +2 WHICH HAS A GREY CASE. IT IS IMPORTANT TO STATE EXACTLY WHICH MODEL OF SPECTRUM YOU HAVE WHEN ORDERING.

ONLY £49.99

TOTAL PACKAGE INCLUDES GENIUS MOUSE, INTERFACE, OCP ADVANCED ART STUDIO PLUS FREE MOUSE MAT AND HOLDER



FREE!

MOUSE MAT AND MOUSE HOLDER

(WORTH £12.99) WITH EACH PACKAGE

NEW



LC 200 COLOUR PRINTER PACKAGE

NOW YOU CAN PRINT OUT YOUR PICTURES IN FULL COLOUR!

- The Star LC200 Colour Printer not only prints in Near Letter Quality for your regular jobs but also prints out your pictures from Art Studio, etc., in genuine colour!
- LC200 is a full Centronics printer so it works with other computers (Amiga, ST, etc.).
- Made possible by Datel's unique colour printer driver - now you can have a hardcopy in up to 16 colours!! ● No more to buy - just plug in and print!!

PACKAGE INCLUDES... STAR LC200 COLOUR PRINTER RRP £299.00
CENTRONICS PRINTER INTERFACE RRP £19.99
DATEL COLOUR PRINTER DRIVER SOFTWARE RRP £19.99
NORMALLY £337.98
COMPLETE PACKAGE NOW ONLY £239.00

COLOUR PRINTER DRIVER AVAILABLE SEPARATELY ONLY £19.99

- If you already have an LC10 or LC 200 Colour Printer we can supply the Driver separately.
- Works with LC10, Dk'Tronics Interface, RamPrint or +2A or +3 Printer Port.

HOW TO GET YOUR ORDER FAST...

Access

TELEPHONE (24 Hrs) - 0782 744707 - CREDIT CARD ORDERS

VISA

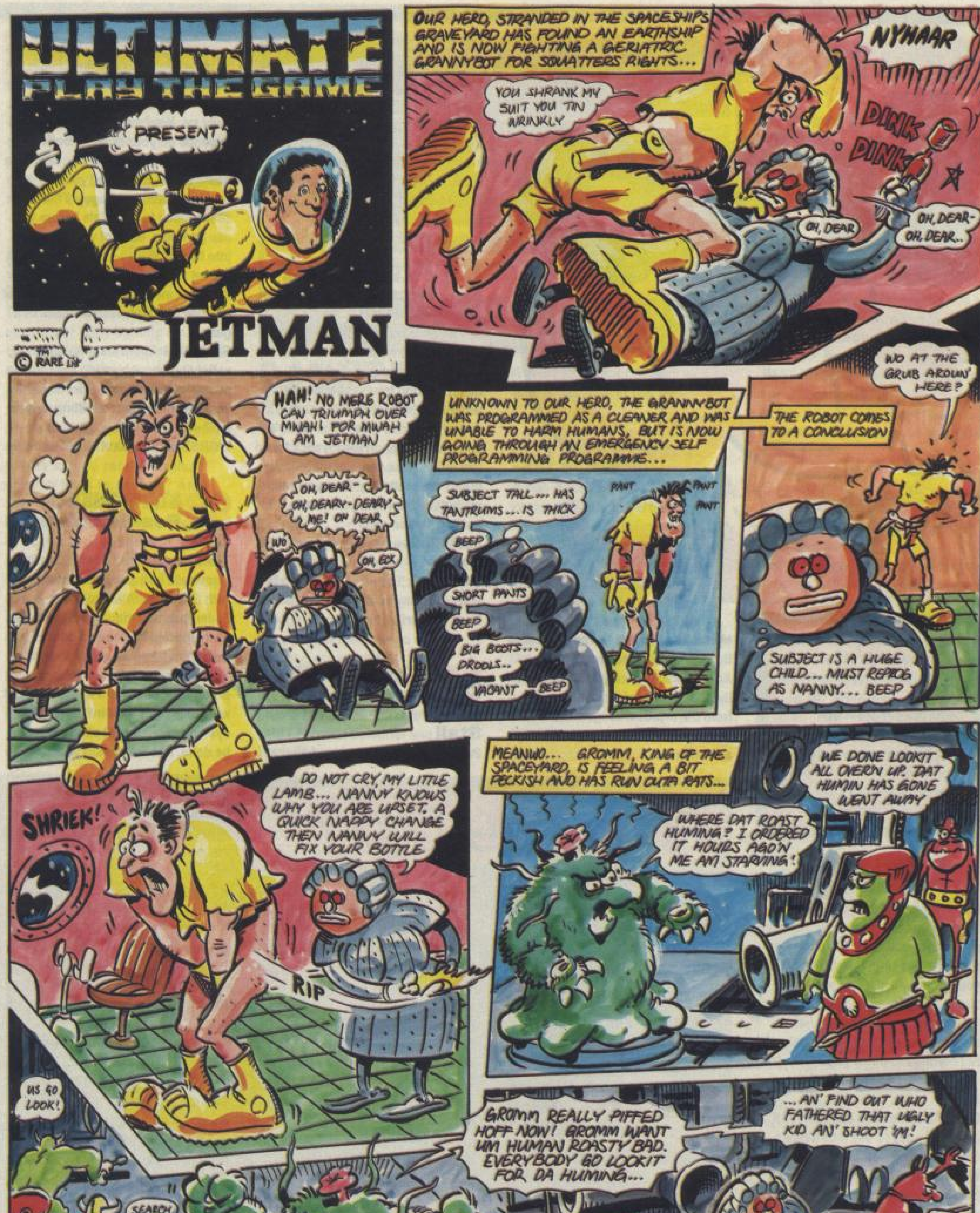
WE WILL DESPATCH YOUR ORDER QUICKLY & EFFICIENTLY TO ENABLE YOU TO START RECEIVING THE BENEFITS OF YOUR PURCHASE WITHIN DAYS, NOT WEEKS. ORDERS NORMALLY DESPATCHED WITHIN 48 Hrs. ALL PRICES INCLUDE V.A.T. UK ORDERS POST FREE/EUROPE ADD £1/OVERSEAS ADD £3. PRICES AND SPECIFICATIONS CORRECT AT TIME OF PRESS AND SUBJECT TO CHANGE WITHOUT NOTICE. CALLERS WELCOME - Please reserve goods by telephone prior to visit. ALL CHEQUES/POSTAL ORDERS MADE PAYABLE TO...

DATEL ELECTRONICS LTD.,

GOVAN ROAD, FENTON INDUSTRIAL ESTATE, FENTON, STOKE-ON-TRENT, ST4 2RS, ENGLAND

TELEPHONE SALES ONLY 0782 744707 FAX 0782 744292 TECHNICAL/CUSTOMER SERVICE 0782 744324

SPEC GENI MSE 2



ULTIMATE
PLAY THE GAME
PRESENT
JETMAN
TM © RARE LTD
OUR HERO, STRANDED IN THE SPACESHIPS GRAVEYARD HAS FOUND AN EARTHSHIP AND IS NOW FIGHTING A GERIATRIC GRANNYBOT FOR SQUATTERS RIGHTS...
NYHAAR
YOU SHRANK MY SUIT YOU TIN WRINKLY
DINK
DINK
OH, DEAR
OH, DEAR-OH, DEAR..
HAH! NO MERE ROBOT CAN TRIUMPH OVER MIWAH! FOR MIWAH AM JETMAN
OH, DEAR-OH, DEARY-DEARY ME! OH DEAR
WO
OH, EEK
UNKNOWN TO OUR HERO, THE GRANNYBOT WAS PROGRAMMED AS A CLEANER AND WAS UNABLE TO HARM HUMANS, BUT IS NOW GOING THROUGH AN EMERGENCY SELF PROGRAMMING PROGRAMME...
SUBJECT TALL... HAS TANTRUMS... IS THICK
BEEP
SHORT PANTS
BEEP
BIG BOOTS... DROOLS..
VACANT
BEEP
PANT
PANT
PANT
THE ROBOT COMES TO A CONCLUSION
WO AT THE GRUB AROUN' HERE?
SUBJECT IS A HUGE CHILD... MUST REPROG AS NANNY... BEEP
SHRIEK!
DO NOT CRY, MY LITTLE LAMB... NANNY KNOWS WHY YOU ARE UPSET. A QUICK NAPPY CHANGE THEN NANNY WILL FIX YOUR BOTTLE
RIP
MEANWO... GROMM, KING OF THE SPACEYARD, IS FEELING A BIT PECKISH AND HAS RUN OUTA RATS...
WHERE DAT ROAST HUMING? I ORDERED IT HOURS AGO'N ME AM STARVING!
WE DONE LOOKIT ALL OVERN UP. DAT HUMIN HAS GONE WENT AWAY
US GO LOOK!
GROMM REALLY PIFFED HOFF NOW! GROMM WANT UM HUMAN ROASTY BAD. EVERYBODY GO LOOKIT FOR DA HUMING...
...AN' FIND OUT WHO FATHERED THAT UGLY KID AN' SHOOT 'IM!
SEARCH
YO
GO SEEKUM

Excellent City! It's the All Time Encyclopedia

top 100 speccy Games!

This is it! The definitive collection of the top 100 Speccy games ever produced. This month we begin the run-down with numbers 100 to 76 and, with your help, in a couple of issues we'll discover the best Speccy game of all time! Let the ultimate chart begin!!

100 KILLED UNTIL DEAD US Gold/Market Stall

If you're one of those morbid so-and-so's who watch detective shows on the TV, *Killed Until Dead* is just up your street. Murder and mayhem abound as you, an investigating PI, must arrest the guilty party before they escape. But there are plenty of red herrings to throw you off the trail — dirty Columbo-type rain macs, ahoy!

BEST BITS: Detailed and colourful graphics, easy to use icon system and eavesdropping on people.

WORST BIT: The plots are tough in places, if you miss one vital clue you're up the creek. Unless your name is Columbo the villains often walk away scott free.

99 DRAGONTORC Hewson/ Powertape Issue 90

It's sword and sorcery time with this tale of wizards, evil shapeshifters and spooky forests. It's your task as the wizard Maroc to rescue the great Merlin from the evil Morag. Control is through a series of command icons. An additional task is the retrieval of the five crowns of Britain, forged from the mystical Dragontorc. Over 200 locations stand between Morag and success.

BEST BITS: The large amount of locations and myriad things to do will keep you playing into the wee hours.

WORST BITS: Unless you map the playing area it's easy to get lost. Graphics flickery at times.

98 3-D DEATHCHASE Micromega/ Market Stall

Pull on your leathers, leap on a two-litre Harley Davidson and race off! It's all about warring gangs and you, being a biking troubleshooter, join in with high speed chases through densely wooded areas. You daren't take your hands off the joystick for an instant because some of those tree trunks are pretty big! Plus you can't intimidate them with your death-dealing photon gun.

BEST BIT: The fast and very colourful graphics.

WORST BIT: The game moves so fast you often play lumberjack with the trees (timber!).

97 NIGHT GUNNER Digital Integration/Market Stall

Bandits at three o'clock and all that bally rot. Your survival very much depends on your skills as both a gunner, fighting off the Hun, and as a bomb aimer, delivering your explosive little messages. There are 30 missions to complete before you can go home, each of which is split into two sections — shooting enemy planes and bombing ground targets. With that many missions you're in for one hell of a ride, and one heck of a game.

BEST BITS: There's something very satisfying about blasting the German planes out of the sky. Effects sound like the Speccy's committing suicide (eh? —Sub Ed).

WORST BIT: Looks a bit old and silly.

96 STARSTRIKE II Realtime/ Market Stall

The creators of the classic *Carrier Command* had an earlier success with *Starstrike II*, where the Federations continuing war with the alien species known as The Outsiders takes a turn for the better. You're chosen to pilot the brand new prototype Starstrike II spacecraft, but with 22 planets split into five solar systems there's a lot of travelling to be done. But the superb shaded

How We Did It

It all started pleasantly enough. Richard, Nicko and Mark going through old CRASH binders and nattering away. Then, Stuart Wynne, Robin Hogg and Phil King (a CRASH team from yesteryear) wandered in and started stirring it all up. Hearing the noise, in comes Charlie Chubb (from the Art dept) and then Warren Lapworth joins in. This is how it went (about one hour into the conversation)...

RE: *Bionic Commando*, did you ever play that Stu?
SW: Yeah, erm...
RE: You did?
SW: Do you remember all the controversy over that?
RE: Why?
SW: Oh, 'cos we gave it a really low mark on TGM [old magazine] and CRASH gave it loads.
RH: Yeah, that's right. It was a good game, though.
RE: Not really a classic, though, is it?
RH: It had good sound...
RE: Oh, here's a 'game' — *Psycho Pigs UXB*.
RH: Yeah, go on.
RE: D'you reckon so?
NR: Oh God! No!
RE: What about those Freescape games?
MC, RH, PK: Boring, boring, boring!
RH: *Darkside* was the best of the Freescapes.
RE: Is it? I thought *Total Eclipse* was the best.
SW & RH (reluctantly): Yeah, it was, really.
RE: *Vixen*. D'you think that should go in just because of her boobs?
RH: Ha! No, not that good.
NR: If you want boobs, *Maria's Christmas Box* was a classic.
MC: Haw! Haw! No way.
RE: *19 — Part One*. I don't think. *Barbarian*. *Barbarian*'s excellent. The Palace one, not the other one... Right, *Alien Syndrome*...
All: Naw...
RE: *Joe Blade 2*?
MC: Nah.
PK: Naw, it was pretty boring.
RE: *Leaderboard*?
RH: Erm, it's okay
NR: Better than *Joe Blade 2*.
RE: Best golfing game around. Oh, d'you remember *The Bobby Yazz Show*?
MC: Yeah, brilliant.
RE: Never came out. We've got it for the cover cassette next month. Excellent City!
MC: Put it in.
NR: It's a really good game, actually.
RH: Nah.
RE: What's wrong with *Bobby Yazz*?
RH: It's a puzzle game!
RE: And what's wrong with puzzle games, thicky?!
NR: It looked really nice!
RH —general whinging and griping
RE: Oh look, *Thunderblade*.
SW (imitating US Gold): We're going to change it!
RH:*APB*?
RE: *APB* is great, we played that a lot.
SW: *LodeRunner* was pretty good.
RE: Except it never loaded.

graphics that Realtime are famous for liven up an already sizzling game; there are a million and one things to do (usually all at once).
BEST BITS: The fast wireframe graphics and the enormous depth of play.
WORST BIT: The simple fact it's not available anymore!

95 MANIC MINER
Bug Byte/ Market Stall

The brilliant prequel to *Jet Set Willy* sees Miner Willy battling through the robot-filled underground mines of Surbiton. Fast, colourful graphics and very weird enemy creatures. Where else could you be chased by deranged robots, pirouetting rabbits and mutant toilets as you race to collect enough keys to escape? And they aren't your only problem because there's limited oxygen in each cave, so move it or be asphyxiated. It was good in its time; seven years later it's very dated, but it's still a classic.
BEST BITS: It's simple (but addictive) gameplay and the strange creatures that chase the poor player (a bit like Corky — Nick).
WORST BITS: Graphically it's very dated, and it's easy to complete.



94 WANTED MONTY MOLE
Gremlin/Powertape Issue 65

One of the platform classics and released during the long miners' strike, thus contains a cruel caricature of the NUM leader, Arthur Scargill. So, it comes as no surprise that it's Mr Scargill that Monty must defeat. But on the way our mole hero must collect a variety of objects and avoid dangerous machinery. Even though there's plenty of colour, the programmer managed to avoid colour clash beautifully. Monty himself is wonderfully animated and the death sequence is hilarious _ a little mole angel floats upwards!
BEST BIT: The colourful and brilliantly animated sprites.
WORST BIT: Arthur Scargill isn't as easy to get rid of in real life.

93 WORLD SERIES BASEBALL
The Hit Squad/Budget

Imagine took us to the ball game in Issue 16 with *World Series Baseball*. It takes too long to explain the rules of the game, suffice to say it resembles rounders and is a very exciting game when viewed live. Imagine's version is incredibly playable and hugely addictive. Graphics are bright, bold and cheerful and, basically, it's the nearest you'll get to the real thing on a Speccy.
BEST BITS: The detailed sprites and fast action.
WORST BIT: Being struck out for the umpteenth time!

92 ROLLER COASTER
Encore/Budget

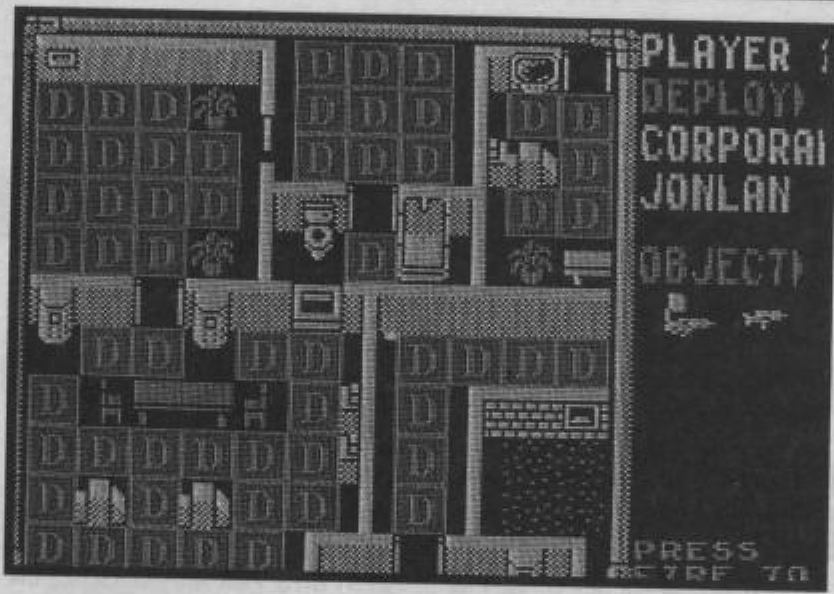
Roll up, roll up, for all the fun of the fair! Fairground rides are great fun for the participants and the people who wait around for the money to fall out of their pockets. There's plenty of cash around for you to collect but most of it close to the more dangerous rides. *Roller Coaster* is a great platform game with some really funny touches (the best fairground simulator ever?).
BEST BITS: Fast and furious fun, the game oozes colourful graphics.
WORST BIT: Frustrating if you haven't got the patience to learn the correct route.

91 FULL THROTTLE
Micromega/ Market Stall

Full Throttle was one of the first in a long line of motorbike racing games, way back in Issue 6. Ten venues and plenty of computer controlled opponents certainly keep you on your toes in this game from the creators of *3-D Death Chase* and *Codename Mat*. Hold onto your crash helmet.
BEST BIT: It's survived the test of time simply for being playable.

PK: Groan!
RE: It had a really crap hyperload.
NR: Oh, I thought that was a joke! Ho!
RE: Erm, oh yes — so it was! Nearly...
RE: *Zynaps*!
NR: *Kat Trap*!
SW: The Vortex games, there're some really good Vortex games.
RH: *Cyclone*! Best one. *Cyclone* — definitely.
SW: *Tornado TLL*, that was really good.
RH: I bought that, I bought both of them, but I prefer *Cyclone*.
SW: *Highway Encounter* was another good one.
RH: There was *Alien Highway* after that, but *Highway Encounter* was the graphical breakthrough.
SW: *Elite*, that's got to go in. It's really good.
RH: The Speccy version was the best version of them all.
SW: I was playing *Elite* for months before I discovered you could use the warp rather than spending hours flying through space.
RE: Never understood *Elite* properly. Good graphics, though. Anybody remember *Starion*?
SW, RH, PK: Yeah.
RE: That was really good.
SW: Yeah, well, it wasn't.
RE: *Boulderdash* — that's a classic.
SW: It was better on the Spectrum than it ever was on the Commodore 64.
RE: There were always huge arguments over *Boulderdash* — some people love it, and some, erm, didn't. *Moon Cresta*? Nah...
SW: Oh. that was good that.
PK: Oh, c'mon...
RE: Doddery old 1984 game.
RH: It was a nice conversion.
SW: It was really fast and getting all the bits and pieces of the station together. Problem was it only loaded once every ten times!
NR: Ooo, *Gift from the Gods*: there's a game with nothing in it. All you did was wander from screen to screen and that was it!
RE: *Frankie Goes To Hollywood*! Yes, excellent — played that for about five weeks; it had loads of little games it in. It was a good game, wasn't it?
WL: Could never complete it all, though.
RE: That doesn't matter, I just enjoyed playing it.
SW: *Frankie*? All the time you get 98%, could never solve it completely.
CC: *Frankie*? That's a group isn't it?
RE: *Nodes of Yesod*! Do you remember the synthesised speech: 'Crackle, crackle, crackle'?
SW: I did a map of that but it was unbelievably hard.
RE: There was just too much of it.
SW: That was it and it was so difficult to get all those crystals.
RH: Oh yes — *Juggernaut*!
All: Woh! Yeah!
NR: Yeah, put it down, put it down; I love that game — put *Juggernaut* down. Can anybody get me a copy, I want to play it! I used to have a copy, don't know where it is now.
SW: Tell you what, we'll stick a few cones down in the car park for you.
PK: *Kosmic Kanga*! That was good.
SW: Oh come on...
RH: Yes, yes, yes.
RE: You're being silly now.
RH: It was brilliant! It was really well produced — you could skip levels and go to the moon.
RE: What are you babbling about?
RH: Oh, the beach bit — yes! You've gotta put *Kosmic Kanga* down!
PK: *Kosmic Kanga*! *Kosmic Kanga*! Bibble...
RH: Badooing! Badoooing! Put *Kosmic Kanga* in.
RE: 11 screens! It had 11 screens?!?!
SW: *Codename Mat*.
RH: *Codename Mat*, definitely.
RE: *Codename Mat*, Mat [Productiion Supervisor and ancient CRASH reviewer] said that. It was named after him, he was the playtester!
SW: Oh, take it out! take it out!
WL: Codename Prat, more like
RE: *Jet Set Willy*, I s'pose that has to be considered — we've got *Manic Miner* down.
RH: *Jet Set* was better.
RE: *Jet Set Willy* had the most horrendous bug.
SW: Yes!
NR: What was that?
RH: And it had the biggest hype at the time, it had everyone going.
RE: You couldn't complete it!
NR: Why?
RE: Because there was, erm.. forgotten.
RH: Yeah, when you went into the attic it kept crashing.
SW: Do you remember the Banyan Tree bit?
RH: Oh hell, that was awful and the Wine Cellar — going past all the guards — but the Banyan Tree was a nightmare. How about *3D Seiddab Attack*?
WL: What?! *3D Cider Attack*?!

● At which point everything began to breakdown. Everyone just kept shouting about the really ancient games they loved playing but hadn't played for five years. The day ended in a massive *Moon Cresta* championship and everyone (sort of) agreed that it was a bit crusty and not as good as they remembered.



WORST BIT: But looks a bit naff, now.

90 LASER SQUAD Target Games/Market Stall

The Laser Squad of the title are a troop of hard-bitten star warriors who battle evil wherever it may lurk in the universe and blast the stuffing out of it. The graphics are small but wonderfully detailed, although many people are put off this excellent RPG by the confusing control system.
BEST BITS: The graphics and the wide range of missions.
WORST BIT: The confusing control system is a pain.

89 FIENDISH FREDDY'S BIG TOP O' FUN Mindscape/Full Price

You're not a very happy Big Top owner. Unless you come up with $10,000 very fast the bank manager will close you down. Thus six death-defying feats must be completed to rake in the cash, but watch out for Freddy the clown who's out to stop you. A skill and timing game with brilliant cartoon graphics (they're huge!).
BEST BIT: The hilarious antics of each character as they go through their act.
WORST BIT: Freddy is a real pain in the neck (so's the multi-load).

88 SPY HUNTER Kixx/Budget or Compilation

Become a James Bond-style agent who, in his heavily armed car, has to blast criminal scum off from the vertically-scrolling road. But that's not all, because if you head for the jetty your car changes into a zippy little speedboat (golly!), so you can sink all the nasty water-borne villains as well!
BEST BITS: Fast, violent action and colourful sprites.

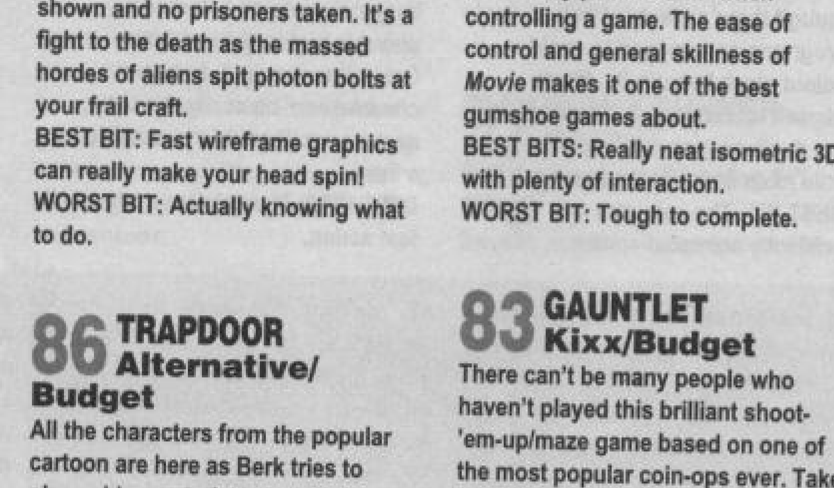
WORST BIT: Gets very repetitive.

87 DARK STAR Design Design/Power Tape

Not a pixelated version of the cult film of the same name, but a space combat game in the *Star Wars* mould. The Dark Star galaxy is the venue for the battles between you and myriad enemy craft, no mercy is shown and no prisoners taken. It's a fight to the death as the massed hordes of aliens spit photon bolts at your frail craft.
BEST BIT: Fast wireframe graphics can really make your head spin!
WORST BIT: Actually knowing what to do.

86 TRAPDOOR Alternative/Budget

All the characters from the popular cartoon are here as Berk tries to please his mysterious master by cooking him various dishes. The only problem is that most of the ingredients have to be caught first. Also creatures from the trapdoor make poor old Berk's life a misery. Puzzle-cum-arcade adventure gameplay with smashing graphics.
BEST BIT: The large and very colourful graphics.



WORST BIT: With a bit of practice it's easy to complete.

85 BOUNDER Gremlin/Powertape

Controlling a tennis ball creature, guide his bounces to take him through ten vertically-scrolling levels. Avoiding the enemy troops on the way, of course. Things aren't as simple as they may seem because it's a long way down to the ground and the opposition are very nasty.
BEST BIT: Wildly addictive...
WORST BIT: ...if you can get the hang of it.

84 MOVIE Imagine/Market Stall

MOVIE is yer typical Philip Marlow-style game with you playing a tough New York PI on the trail of a missing audio tape that's in the possession of a gangster. The character is guided using a set of icons, which I personally prefer to use when controlling a game. The ease of control and general skillness of *Movie* makes it one of the best gumshoe games about.
BEST BITS: Really neat isometric 3D with plenty of interaction.
WORST BIT: Tough to complete.

83 GAUNTLET Kixx/Budget

There can't be many people who haven't played this brilliant shoot-'em-up/maze game based on one of the most popular coin-ops ever. Take control of one of the four heroes (no-one ever wants to be the Elf, though, do they?) and battle your way through the hundred or so screens. It's fast, looks good and is simply immense fun!
BEST BIT: The small but perfectly formed sprites zip around the playing area.
WORST BIT: The guy in the black robes who can kill you with one touch, affectionately nicknamed Desmond Death.

82 LIGHT FORCE FTL/Powertape

In the far future, if a crime is committed then the Light Force, galactic rozzers, are sent in to punish the offenders. Now marauding aliens are overrunning the peaceful Regulus system so it's up to you as a square-jawed heroic type to spank some alien bottom. *Light Force* is noted for it's large colourful graphics which scroll well (and it's mindless blasting gameplay).
BEST BIT: Impressive graphics, plenty to blast.
WORST BIT: Just a tarted up shoot-'em-up.

81 BUGGY BOY Encore/Budget

Buggy Boy is set over five of the most gruelling tracks outside of the Indianapolis 500 where you must leap obstacles, collect coloured flags and beat the clock. Simple as that, really — it's the large, colourful graphics that make it a corker.
BEST BITS: Good racing fun with a decent- sized vehicle to belt across the course.
WORST BIT: Difficult to see exactly what's going on when the road fills up.

80 EXOLON Hewson/Budget

Tough mercenary types don't come much harder than Exolon, the hero of this all-blasting game. Every step he takes brings him into conflict with myriad alien uglies, but of course he's prepared with lots of guns and grenades. Plenty of violent action follows our hero around.
BEST BIT: Raf Cecco's big and bold graphics.
WORST BIT: The big spikes that ventilate your botty!

79 IVAN 'IRON MAN' STUART'S SUPER OFF ROAD Virgin Games/Full Price

If you've ever wanted to race a monster 4x4 truck, this is your chance, because *Super Off Road* allows up to three human players to pit their wits against the 'Iron Man'. The tracks you race around are bumpy so careful control is needed (which is a bit tricky because it's really speedy).
BEST BITS: The ability to challenge your mates and the ace graphics.

WORST BITS: The tortuous tracks and running out of nitro's at the wrong moment.

78 PUZZNIC
Ocean/Full Price

Hair-tearing puzzle games don't come much tougher than this Ocean offering. The idea is simple: just match up the tiles and whack them together to make them disappear. But this isn't as easy as it sounds, mainly because there's a vicious time limit that mercilessly ticks down; straitjackets, ahoy!
BEST BIT: The brain-bending puzzles that keep you playing until the wee hours.
WORST BIT: The morning after

77 FIREFLY
Ocean/Market Stall

Firefly is essentially a computerised board game with a blasting sub . game. The player moves his/her craft across the 5 x 9 grid in an attempt to reach the green switch on the other side. Not very taxing, one might think. Well, maybe not, but the sub-game is a fast-paced and violent shoot-'em-up. The whole thing's really addictive.
BEST BIT: The fast-paced shooting section.
WORST BIT: Fiendishly tough.

76 PANG
Ocean/Full Price

Prepare to race around the world popping huge balloons with a harpoon gun. Only the Japanese could have thought up a game plot like this (I dunno, what about Stuart Hall out of *It's A Knockout*? —Sub Ed). *Pang* takes you (with or without a mate) to 17 locations around the world in single-screen adventures, bursting balloons as they bounce around the screen. Sometimes tough, but more powerful weapons are available and these are certainly needed to reach the final conflict on Easter Island.
BEST BITS: Brill two-player mode, the detailed graphics and the useful pick-up weapons.
WORST BIT: The balloons.



100 Really, Really, Really Good Games!
(in no particular order)

World Series
Baseball
Batman — The
Caped Crusader
Mercenary
SWIV
Gauntlet
Night Shift
Total Recall
F-16
CJ's Elephant
Antics
Lotus Esprit
Turbo
Challenge
R-Type
Navy SEALS
RoboCop 2
Pipe Mania
Teenage Mutant
Hero Turtles
Dizzy (all)
Kwik Snax
Shadow of the
Beast
Puzznic
NARC
North & South
St Dragon
Ironman
Wanted Monty
Mole
Head Over
Heels
Sim City
Night Hunter
Midnight
Resistance
Turrican 2
Fiendish
Freddy's Big
Top
Rainbow
Islands
Renegade
Buggy Boy
Great Escape
Where Time
Stood Still
Stunt Car Racer
Operation
Thunderbolt
Chase HQ
Ghouls 'N'
Ghosts
Batman
Batman — The
Movie
Myth
Continental
Circus
New Zealand
Story
APB
Roller Coaster
Rick Dangerous
Carrier
Command
Manic Miner
Matchday 2
Firefly
Spy Hunter
Cybernoid
RoboCop
Operation Wolf
Highway
Encounter
Doomdark's
Revenge
Killed Until
Dead
Exolon
Micronaut One
Dark Star
Way of the
Exploding Fist
Starglider
Bombjack
Lords of
Midnight
Movie
StarStrike 2
Bounder
Dynamite Dan
Trapdoor
Lightforce
KnightLore
Sabre Wulf
Boulderdash
Frankie Goes to
Hollywood
Dragontorc of
Avalon
HyperSports
Shadowfire
Elite
Commando
Full Throttle
Jet Set Willy
Death Chase
Wheelie
NightGunner
Back 2 Skool
Jet Pac
Lunar Jetman
Underwurlde
Battle
Command
Target:
Renegade
Stormlord
Pang
Enduro Racer
Bubble Bobble
Total Eclipse
LeaderBoard
LaserSquad

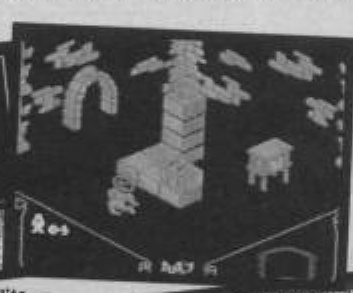
★ WIN! WIN! WIN! ★

Get your thinking caps on because Your Vote Could Win You £100 OF SOFTWARE!!

It wouldn't be fair for only us to pick the ultimate Speccy games so here's where your opinion comes in. We want you to name your top 25 Speccy games in order — number one being your favourite. We'll compile all the entries into the final part of the TOP 100 series — 50 to 1 (which should appear in the October issue). And what's more, one very, very lucky person's entry will be plucked from the glittering skip and win that reader a £100 — *£100!!*— software voucher. So, if you want to bump up you software collection, fill in that form!



● Leaving a space station in *Elite* — the game the Ed never understood



● This is *KnightLore* and poor old Sabreman is throwing an epi-flid as he changes into the cursed werewulf



● *Lords of Midnight*, the game Nicko loved (all he did was go around killing wolves). Play it on the Powertape next month!

MY TOP 25 GAMES ARE

1.........
2.........
3.........
4.........
5.........
6.........
7.........
8.........
9.........
10.........
11.........
12.........
13.........
14.........
15.........
16.........
17.........
18.........
19.........
20.........
21.........
22.........
23.........
24.........
25.........

Name ....
Address.........
....
Postcode ....

Send this form to: Newsfield, CRASH'S TOP 100 COMPO, Ludlow, Shropshire SY8 1JW. Get you forms here by August 15. Ta ever so.

Castle Software

UNDER NEW MANAGEMENT

0782 575043

0782 575043

VISA

Viz	8.50
Super Monaco G Prix	8.50
Mutant Hero Turtles	9.50
Golden Axe	8.00
Robo Cop II	8.50
Nightbreed	8.00
Iron Man off Road Rcr	8.00
Sim City	9.50
Rick Dangerous II	8.50
Strider	8.00
Hostages	8.50
Pang	8.00
Monty Python	7.00
Spy Who Loved Me	7.50
Chase HQ II	8.50
Kick Off II	6.50
Turrican II	7.50
Narc	8.50
Shadow Dancer	8.50
Total Recall	8.50
Gremlins II	7.50
Eswat	8.00
X Out	7.50
The Light Corridore	8.00
Narco Police	8.00
Toyoto Selica	8.50
Swiv	8.00
Last Ninja III	10.50
Shadow of the Beast	9.50
Loopz	8.00
Predator	3.99
Huxley Pig	2.99
720o	3.99
Exterminator	8.00
Creatures	8.00

Untouchables	3.99
Magicland Dizzy	2.99
Forgotten Worlds	3.99
Pro Golf Sim	2.99
Fruit Machine	2.99
Sam Fox Strip Poker	2.99
N.Mansells G.Prix	2.99
Star Paws	2.99
Tornado ECR	2.99
Dizzy Panic	2.99
Renegade 3	3.99
R-Type	2.99
Pro Boxing Sim	2.99
Track Suit Manager	2.99

Great 1941	9.99
Stalingrad	7.50
Vulcan	7.50
Blitzcrieg	7.50
Arnhem	7.50
Ancient Battles	12.00
Overlord	7.50
Desert Rats	7.50
Austerlitz 1805	9.50
Wellington-Waterloo	9.50
Zulu Wars	7.50
Invasion Force	9.50
Yankee	7.50
Bismark	4.50
Gazza II	8.00
North & South	9.50
Top Cat	3.99
Switch Blade	8.00
Robo Zone	8.50
Predator II	8.50
Hero Quest	8.50
Toki	8.50
Battle Command	10.50
View to a Kill	2.99
Ninja Spirit	4.99
Hard Drivin	3.00

DIZZY COLLECTION
DIZZY, FAST FOOD, FANTASY ISLAND DIZZY, TREASURE ISLAND DIZZY, MAGIC LAND DIZZY.
£7.50

THE POWER
RAINBOW ISLANDS, TURRICAN CHASE HQ, X OUT, ALTERED BEAST.
ONLY £12.00

QUATTRO ARCADE
GRAND PRIX 2, FRUIT MACHINE SIM, PINBALL SIMULATOR, 3D STAR FIGHTER
ONLY £3.99

QUATTRO SPORTS
GRAND PRIX SIM, PRO SKI SIM, BMX SIM, PRO SNOOKER SIM
ONLY £3.99

QUATTRO FIREPOWER
3D STAR FIGHTER, MIG 29, OPERATION GUNSHIP, TERRA COGNITA
ONLY £3.99

QUATTRO COIN OPS
PINBALL SIM, PUB TRIVIA, FAST FOOD, FRUIT MACHINE
ALL 4 GAMES £3.99

"THIS MONTH'S SPECIAL - FREE POSTER WITH EVERY ORDER OVER £7.00"

QUATTRO COMBAT
NINJA MASACRE, DEATH STAIKER, SAS COMBAT SIM, ARCADE FLIGHT SIM
ONLY £3.99

QUATTRO POWER
PRO POWERBOAT, ATV SIM, MOTO X, TWIN TURBO V8
ONLY £3.99

QUATTRO SUPERHITS
KGB SUPER SPY, SUPER TANK, SUPER HERO, SUPER STUNTMAN
ONLY £3.99

4 MOST ADVENTURES
STAR WRECK, WIZ BIZ, SMASHED, LIFE TERM
ONLY £2.99

4 MOST SPORT
RUN FOR GOLD, RALLY DRIVER, SOCCER BOSS, ENDZONE
ONLY £2.99

4 MOST FUN
BARGAIN BASEMENT, SLUG, RICK THE ROADIE, EVERYONE'S A WALLY
ONLY £2.99

4 MOST HORROR
NEIL ANDROID, NOSFERATU THE VAMPIRE, SHE VAMPIRE, ROCKY HORROR SHOW
ONLY £2.99

QUATTRO CARTOON
LITTLE PUFF, WIZARD WILLY, OLI & LISA 3, FRANKENSTEIN JUNIOR
ALL 4 GAMES £3.99

QUATTRO ADVENTURE
GHOST HUNTERS, VAMPIRE, DIZZY, SUPER ROBIN HOOD
ALL 4 GAMES £3.99

EDUCATIONAL

Here & There with Mr Men
Age Range 4-8
RRP £9.99 SPECIAL PRICE £4.00

Also:

Fun School 3 Un 5	£9.50
Fun School 3 5-7	£9.50
Fun School 3 Over 7	£9.50
Barbican 2	£3.99
Cyberball	£3.50
Klax	£3.50
Starwars	£3.99
Return of Jedi	£3.99
Empire Strikes Back	£3.99
Stir Crazy	£2.99
Winter Olym "88"	£2.99
W Champ Boxing	£3.99
Continental Circus	£2.99
Galaxy Force	£2.99
Super Hang On	£3.99
Grid Iron 2	£2.99
Punch & Judy	£2.99
Edd The Duck	£7.50
Dan Dare 3	£7.50
Rainbow Islands	£7.50
Snow Brothers	£8.00
Line of Fire	£8.00
Spyder Man	£8.00
Salamander	£2.99
Run Gauntlet	£2.99
Green Beret	£2.99
IK+	£2.99
Nam 65-75	£8.50
Top Gun	£3.99
Vixen	£2.99

Scrambled Spirits	4.00
Dragon Spirit	3.00
Mikey	3.99
Head Over Heals	3.99
Rastan	3.99
Target Renegade	3.99
Wec Le Mans	3.99
Afterburner	3.99
Virus	2.99
Exploding Fist +	2.99
Match Day	3.99
Match Day 2	3.99
Ghost & Goblins	2.99
Buggy Boy	2.99
Crazy Cars	2.99
Ikari Warriors	2.99
Lotus Esprit	7.50
Combat School	2.99
Platoon	3.99
Skate or Die	2.99
C Yeagers Flight Sim	2.99
Gilbert	2.99
Batman Movie	7.00
Shadow Warriors	7.00
Midnight Res	7.50
Wonder Boy	3.99
Lords of Chaos	6.50

Kamikaze	2.99
The Wombles	2.99
Count Duckula	2.99
CJ Elephant Antics	2.99
Football Director	3.99
4 Soccer Sims	2.99
Slapfight	2.99
Super Ted Double	2.99
Double Dragon	2.99
Xenon	2.99
Silkworm	2.99

Skull & Crossbones	8.50
Champ Squash	8.00
Back to Future III	8.50
Navy Seals	8.50
Judge Dredd	8.00
Extream	10.50
Outrun	3.99
Ghostbusters II	2.99
Hot Rod	2.99
Fallen Angels	2.99
The Cycles	3.50
E-Motion	3.50
Crackdown	3.50
Op Wolf	3.99
Postman Pat	2.99
Postman Pat II	2.99
R-Type	3.99

Post to:
CASTLE SOFTWARE
Castle House,
2 William Clowes Street,
Burslem,
Stoke-on-Trent
ST6 3AP.

Please rush me:-

Title	Spec	Amount
POSTER		FOC
(If order over £7.00)		
P&P (if applicable)		
Total amount		

Name...
Address..
....
....
....
Postcode.......................Tel No. ....
Please add 50p P&P per game

CR08

Become a complete lush-around love cake and doss the day away by taking out a CRASH

SUBSCRIPTION!

Bountiful Benefits

- Save nearly £5 on the shop price
- 12 issues delivered through your letterbox
- A brilliant Powertape every month
- A FREE Ocean game
- You don't pay extra for special priced issues

ALL FOR THE TRIFF 'N' BRILL PRICE OF

£22.00

UK ONLY

AND, TELL YOU WHAT, WE'LL GIVE YOU A FREE OCEAN GAME INTO THE BARGAIN!

(but which one to pick, that's the problem!)

BATTLE COMMAND

Yes, it's finally out! And a big hurrah for that. It's ace — a brilliant filled 3D game, a bit of shoot-'em-up, a bit of strategy and complete entertainment as you bomb around in a tank! 128K

ROBOCOP 2

Eight levels of manic action as you take control of the ultimate law enforcer — RoboCop. It's fast, furious and wildly addictive — we loved it so much we gave it 93% (it's skill!)! 128K

NAVY SEALS

Ocean just keep on churning out the winners and here's another! And, what's better, it's like two games in one. Firstly, loads of levels of packed platform action as you break through enemy emplacements, then into scrolly shoot-'em-up in the streets! 128K

AND THEN, THERE'S ALL THESE SKILL GAMES TOO:

TOTAL RECALL ● 128K
NARC ● 128K
MIDNIGHT RESISTANCE ● 48K/128K
SHADOW WARRIORS ● 48K/128K
PANG ● 128K
PUZZNIC ● 48K/128K
PLOTTING ● 48K/128K

If a game hasn't been released by the time your order arrives we'll hold onto it until the game's out!

NO OTHER MAG DOES IT CHEAPER!

HURRY! This offer closes on AUG 15

Hurrah! Yes, please enrole me for a 12 month sub to CRASH. I want:
☐ Mainland UK £22 ☐ Europe £28 ☐ Outside Europe £42

The FREE Ocean game I've chosen is .... on Spectrum cassette.

Method of payment: ☐ VISA ☐ ACCESS ☐ POSTAL ORDER ☐ CHEQUE

Credit Card number:..
Expiry date:.. Signature:..

NAME:..
ADDRESS:..
....
.... POSTCODE:..

Make cheques and postal orders payable to CRASH Ltd. Send this form, with payment, to: Newsfield, CRASH SUBSCRIPTIONS, Ludlow, Shropshire SY8 1JW. Subscriptions will begin with the first available issue.

✪ All prices include

MAIL ORDER

MONEY OFF ANY GAME!

If you want to buy any piece of software that's currently available, please use our Special Offer discount table to calculate the CRASH mail order price. It'll save you money!!

RRP	OFFER	SAVE
4.99	3.99	1.00
5.95	4.74	1.20
7.95	6.40	1.55
7.99	6.44	1.55
8.95	7.20	1.75
8.99	7.24	1.75
9.95	7.95	2.00
9.99	7.99	2.00
11.99	9.99	2.00
12.95	10.40	2.55
12.99	10.44	2.55
14.95	11.95	3.00
14.99	11.99	3.00
19.95	15.95	4.00
19.99	15.99	4.00
23.00	18.40	4.60
24.95	19.95	5.00
28.95	23.15	5.80
29.95	23.95	6.00
34.95	27.95	7.00

DISCOUNT HOTLINE

Phone 0584 875851 between 9am and 5pm and ask for mail order and we'll give you availability and release dates for your software order (we're just too good).

GAMES (WITH A BIT OF DOSH OFF!)

ThunderJaws
Tengen/Domark
£8.99/14.99
Save £2/£3

Mercs
US Gold
£9.99
Save £2

Turrican 2
Rainbow Arts
£9.99 / 14.99
Save £2/£3

RBI 2
Tengen/Domark
£8.99/£14.99
Save £2/£3

Power Up
Ocean
£12.99
Save £2

Virtual Worlds
Domark
£15.99
Save £4

BUDGET BONANZA!

Buy two get one free!

It's true! Hurrah! When you buy any two £2.99 or £3.99 games you can get an extra game, of corresponding value, completely free of charge! Yes, a third title that will cost you absolutely zero pence! Just take a sneaky peak at some of the excellent titles you can get your hands on!

- Magicland Dizzy £2.99
- Arkanoid 2 £3.99
- Lop Ears £2.99
- Quick Draw McGraw £2.99
- Scooby & Scrappy Doo £2.99

Golly! Look at all this CRASH booty!



RED MOON
M, XL



CRASH SURFER
M only



KING GRUB
M only



CRASH BLACK
S, XL



CRASH WHITE
M, XL



TGM
M, XL

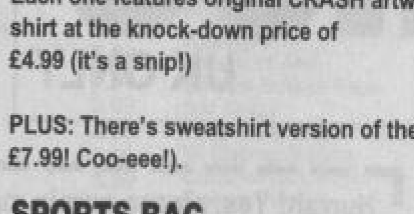
T-SHIRTS GALORE!

They're hip! They're groovy! And, indeed, a very comfortable fashion item. Each one features original CRASH artwork and you can get your mits on any T-shirt at the knock-down price of £4.99 (it's a snip!)

PLUS: There's sweatshirt version of the CRASH BLACK T-shirt (and that's only £7.99! Coo-eee!).

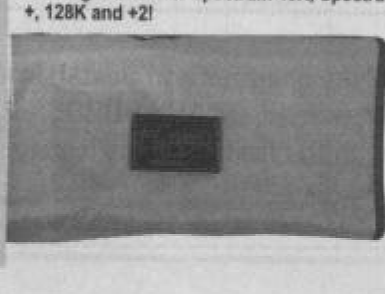
SPORTS BAG

Why struggle around carrying everything in your plastic carrier when you can get the CRASH sports bag! It's so roomy you could hold a party in it (sort of)!
£6.99



DUST COVER

Don't let the dust attack your Speccy, protect it the CRASH way (ie, with a dust cover) We've got all sorts: Spectrum 48K, Spectrum +, 128K and +2!



CAP

To 'cap' it all, stick this on your head! Ho ho! Erm, it's a cap with a CRASH logo on it. That's about it. Oh, and it's blue (and a steal at...)
£3.99

CRASH/ZZAP! TRACKSUIT

We've only got small ones left, but you'll be as snug as a bug in a rug and you can lush about like nobody's business!
£7.99



e: postage ✪ packaging ✪ VAT ✪ NO HIDDEN EXTRAS!

HOTLINE 2 to 4pm tel: 0584 875851

access logo access lo

GET AN A1 OLI FREY MASTERPIECE ON YOUR WALL!



RED MOON

Snakes alive, it's enough to make you dive for cover when you've got this large reptile creature stuck to your wall!



ZOMBIES OF THE NIGHT

Spooky, huh? Upset your mother by pinning this gory piccie to your wall and watch those eyes follow you around! Eeek!



KEPLER OF MARS

International superhero Kepler fights for his freedom on Mars (do you think we should mention there's a large creature coming up from behind?).

These are huge posters, reproduced from Oli's original artwork. They're fab and such a barg at

£3.99 each!

HOW ABOUT A NEW MACHINE, EH?

CONSOLES...

Console RRP OFFER PRICE

ATARI LYNX
inc. console, *California Games* and videolink
£129.99 £127.00

NINTENDO GAMEBOY
inc. console, earphones, videolink, *Tetris* game, batteries
£69.99 £64.99

NINTENDO CONTROL DECK
inc. console, two controllers, *Super Mario Bros* game
£79.99 £74.99

SEGA MASTER SYSTEM
inc. console, 2 joypads, and game
£59.99 £54.99

SEGA MASTER SYSTEM PLUS
inc. console, light phaser, control pads, and 2 games
£79.99 £74.99

SEGA MEGADRIVE
inc. console, one joypad and *Altered Beast* game
£149.99 £144.99

SAM COUPÉ

PACK ONE: The computer with disk drive, power pack, manuals, tapes and *Flash!* All for £199.95

PACK TWO: As above but with two disk drives all for £279.95

ALL THOSE OPTIONAL EXTRAS
Coupé disk drive £79.95
256K memory pack £39.95
Communications i/face £29.95
External disk drive i/face £29.95
SCART monitor cable £9.95
MIDI cable £6.99
Advanced Technical Manual £15.99

EXPORT ORDERS: Please add £10 for handling charges

SAM SOFTWARE

You can order any piece of avaiable Coupé software and receive a discount — check the Money Off Any Game box. Great titles like *The Famous Five, Planet of the Robot Monsters* and *Klax* are now available!

BACK ISSUES

The following limited stock standard issues are available for £1.75 each: 17 to 34, 38, 39, 41 to 53, 55 to 57, 61 to 64.

The following issues all come with covermount cassette and are a compete barg at £2.35 each! 54, 58 to 60, 65 to 68, 70 to 90.

HOW TO ORDER

Please fill in the coupon below, and remember, if you're ordering software make sure you have specified which computer it's intended for and whether you require cassette or disk. Similarly, don't forget to include the required size when ordering T-shirts and sweatshirts. Alternatively, phone our credit card hotline for fast effective service (credit card payments only). Prices valid for Uk/Eire/Europe only. For overseas please add £2.00 per item for air mail delivery.

CRASH MAIL ORDER ISSUE 91

Name ____________

Address ____________

____

____

____

Post code ____________

Tel no. ____________

Method of payment (please circle) Access | Visa | Cheque | PO

Description	Format/Size	Price
	TOTAL ORDER	

Credit Card No [ ]

Expiry Date [ ]

Please make cheques and postal orders payable to CRASH ltd.

SEND THIS FORM TO:
CRASH Mail Order, PO Box 10, Ludlow, Shropshire, SY8 1JW

Super Low Prices That'll Make You Laugh!

Whatever your needs, we have over 3,600 different computers and accessories in stock - all backed by the knowledgeable, highly professional service that has made us one of the most respected computer dealers in the UK.

So whether you're looking for hardware, software or just some expert advice, consult the Sinclair specialists. Talk to Microsnips. (And that's no joke).



Computer Package Deals

Sam Coupe	£169.95
Coupe Disk Drive	£89.95
Sam Coupe Plus One Drive	£199.95
Spectrum Plus 3 Computer	£99.95
Spectrum Plus 2 Computer	£79.95
Spectrum Plus 2 'James Bond 007 Action Pack'	£89.95

Joysticks and Interfaces

Kempston Joystick Interface	£8.95
Cheetah Star Probe	£12.50
Spectrum +2 Joystick Adapter	£5.99
Kempston +2/+3 Joystick Int'face	£7.95
Quickshot Apache	£7.95
Konix Navigator	£14.50
Quickshot Python	£9.95

Graphics and Sound

Trojan Light Pen 48K	£22.95
Trojan +2 Lightpen (please specify +2/+2A)	£22.95
Trojan +3 Lightpen	£22.95
Spectrum Colour Printer Driver — Cassette £19.95	Disc £24.95
Ram Music Machine	£49.95
Advanced Art Studio (128)	£24.95
Art Studio	£14.95
Datel Genius Mouse & Art Studio (+3 version inc. Artist II)	£49.95

Back-Up Devices

Multiface 1	£39.95
Multiface 48/128	£44.95
Multiface 3 Thru-port	£49.95

Protective Covers

(All covers stocked - call us)

Spectrum Plus	£5.95
Spectrum ZX	£5.95
Spectrum Plus 2/3	£6.95
DMP 2000/3000/ 2160/3160 Printers	£7.95

OVERSEAS CUSTOMERS WELCOME.
Europe: As shown; other countries add 5%.
(Heavy items carriage extra).

INSTANT CREDIT, ASK FOR DETAILS

Data Recorders & Accessories

Datacorder with +3 or 48/128 lead	£24.95
Spectrum +3 Cassette Lead	£3.99
48/128 Cassette Lead	£2.99
Head Alignment Kit (Spec)	£9.95
Head Cleaner and Fluid	£5.99

Utilities

Hisoft Devpack +3	£17.95
Hisoft Basic +3	£26.95
Hisoft C +3	£27.00
Hisoft Pascal +3	£33.00
Hisoft Devpack 48/128	£13.95
Hisoft Basic 48/128	£22.95
Hisoft C 48/128	£23.00
Hisoft Pascal 48/128	£23.00
Masterfile +3	£26.95
Tasword 2 48K	£12.90
Tasword 3 (Microdrive)	£15.50
Tasword +2	£19.95
Tascalc +3	£24.95
Tasprint +3	£19.95
Tascalc (128/+2)	£19.95
Tasword +3	£24.95
Tas Spell +3	£24.95
Data Genie	£6.95
Genie 1 128 (for Multiface)	£9.95
+80 Stock Manager	£9.95
+80 Address Manager	£6.95
+80 V.A.T. Manager	£6.95

Education

(FULL CATALOGUE ON REQUEST)

Disc Drives and Accessories

64K Wafas 2	£9.99
16K Wafas 2	£5.99
Plus D Disc Drive Interface	£69.95
Plus D + 3.5" Drive	£179.95
3.5" Disc Cleaner	£9.95
3" Disc Cleaner	£9.95
Microdrive Extension Cable	£9.95
10 CF2 3" Amsoft Discs	£14.95
10 TDK 3.5" DSDD	£14.95
Microdrive Cartridge	£3.99
25 DSDD 3.5" Bulk "Kao" Discs	£22.95
AMS 30L 3" Lockable Disc Box	£10.95

BARCLAYCARD VISA — AMERICAN EXPRESS — LOMBARD TRICITY

Monitors / TV

Philips Med Res Colour Monitor inc. +2/+3 lead	£249.95
+3, +2 or +2A Scart Monitor Lead	£11.95
TV/Computer Lead	£2.50

Printers / Interfaces

Citizen 120D+ inc. +3/+2A Lead	£159.95
Panasonic KX-P1081 inc. +3/+2A Lead	£179.95
Star LC200 Colour	£229.95
+3/+2A Printer Lead	£11.95
Multiprint by Romantic Robot (works as Kempston 'E')	£43.95
ZX Paper Rolls 5	£14.95
Alphacom 32/Timex Thermal Paper 5	£11.95
Spectrum Colour Printer Driver — Tape £19.95	Disk £24.95

Spares and Repairs

Spec 48 Power Supply	£13.95
128/+2 Power Supply	£24.95
Spec + Membrane	£11.95
ZX Membrane	£7.95
ZX Spec +2 Service Manual (Eur +£2.00)	£29.95
Spec +2 Repair	£34.95
ZX Spec Repair	£29.95
4164 Mem Chips	£4.99
4116	£4.99
Spectrum +2/+3 Power Supply	£49.95

WALLASEY
37 SEAVIEW ROAD. 051-630 3013

WEST KIRBY
2 ACACIA GROVE. 051-625 9199

BIRKENHEAD
MAIL ORDER AND PERSONAL CALLERS
25-29 GRANGE ROAD WEST
BIRKENHEAD, MERSEYSIDE L41 4BY
051-650 0500
FAX: 051-650 0506

CHEQUE GUARANTEE NUMBER MUST BE WRITTEN ON THE BACK OF ALL CHEQUES TO AVOID DELAY. OVERSEAS CUSTOMERS NOTE: Postgiro International accepted. NOT Postbank Postcheque. Books not taxable-Europe add £5. Non Europe add £10. We reserve the right to charge carriage at cost. UK POSTAGE AND PACKING: Items under £50 add £2. Items under £100 add £5. Items over £100 add £10 for Group 4 Courier ensuring delivery the day after despatch. Overseas customers (Europe): Full price shown will normally cover carriage and free tax. Non Europe add 5% to total.

MICROSNIPS



Nick's playing TIPS

What does it feel like to have a bit of sun for a change? You should be out on the lawn reading this while sipping pina coladas through a long straw! Then again, with the ozone layer in the state that it's in and the weather going mad, perhaps you'd be better off building a snowman!!
After writing this intro, I'm off for a well deserved rest. I won't tell you where I'm going because I don't want to cause mayhem on all the roads with fans trying to get a picture of me on the beach (some chance!).

You won't believe it but them upstairs have got a bit more generous with their prizes! From now on every single person who gets a letter printed on these pages will be rewarded with a prize from the lucky dip barrel in the CRASH office. There are some impressive items lurking it there, too. T-shirts, caps, sweatshirts, calculator rulers, joysticks, games and even tracksuits! There'll still be the £40 software prize for the star tip each month, too (if there is one). So there's a real incentive to get buying the latest games and sending maps, tips, cheats and solutions to me.

THE CRASH CHEAT DIRECTORY!

How often have you wanted a cheat for a game and not been able to find the issue it was printed in? Well this is the end to all your problems because I've compiled all the cheats that have been printed in the hallowed pages of CRASH into one list. All you need to do is type them in and complete the games! (hopefully!).

3D GRAND PRIX
Press SYMBOL SHIFT, P, Z, CAPSHIFT and 5 on the final positions menu. You'll be rewarded with five extra levels!

3D STOCK CAR CHAMPIONSHIP
During play press BREAK, 0 and 9 to move onto the next course instantly.

3 WEEKS IN PARADISE
When sitting down whilst losing a life press SYMBOL SHIFT, D and P for infinit

ACE
To refuel without using any supplies begin to climb vertically then reduce your thrust to zero. Surprisingly you'll continue to climb and even accelerate. However, if your velocity goes over 9999 then it will flip back to 0 and you'll crash!

AGENT X II
The password for level two is HERE COMES OL' FLAT TOP and level three is THERE'S NO ESCAPING IT.

AMAUROTE
When you start the game move your droid into the Viminal district and press fire. Get killed and start a new game. You'll notice that Viminal is shaded over. From now on every go you have Viminal will be automatically completed!

ANDROID 2
To get all the time and men you want go to the first clearing and kill yourself four times. Now go to a place where a monster goes over a mine. Try to walk onto the mine the same time as the monster. If you time this right you'll be killed two more times, when you only had one life left! Due to a bug in the game this will result in infinite lives!

ANFRACTOUS
To get infinite lives simply hold down the keys A, N, D and Y.

AQUASQUAD
On the scrolling message type SYMBOL SHIFT and C then 726549 for invincibility and infinite everything.

TRAPDOOR

I'd forgotten how much fun *Trap Door* was to play until it came into the office on rerelease. Now I can have a go at completing it with this solution from Jonathan Lawson of Sheffield.

The Can Of Worms
Get the can out of the kitchen and open the trapdoor, letting some worms out. Pick the worms up and put them into the can. If Drutt eats some then let some more out. Collect three worms in the can and put it in the dumb waiter but don't send it up until the time has almost run out. In the meantime start some of the other tasks.

Fried Eggs
Let the bird out of the trapdoor. Tip the bullet out of the basket. Put the bullet on the trapdoor. When the bird flys over the bullet open the trapdoor so the bullet hits the bird and close it again immediately so you don't loose the bullet. If you do loose it then use Boney instead.

The bird's eyes will bulge, she'll hover then fly into the next room. Grab the pan and follow her. She'll then lay an egg which you must catch in the pan. Continue shooting the bird and catching the eggs until she hovers over the trapdoor waiting to get out. Now put the pan on the stove (you'll drop it because it's hot). When it stops flashing put it in the dumb waiter and send it up quick.

Eyeball Crush
Empty out the yellow beaker (next to the basket). Go to the room with the flowerpots in it (after getting the seeds). Tip out the seeds and put one in each of the pots. Let the plants grow until the eyeballs fall off and collect them in the basket.

Move the vat to the very top of the trap door room and empty the eyeballs into it from the balcony. Put the bottle under the tap. Let the crusher (big eyes, springy feet) out of the trapdoor. Push the vat and bottle so he jumps in the vat. A green liquid will pour into the bottle. Put it in the dumb waiter and send it up. Open the trapdoor and the creature will fall down.

Boiled Slimies
Take the beaker that had the eye seeds in it and go down to the cellar. Catch the four slimies. Put them into the cauldron by pushing the cauldron to the top of the kitchen and empty the slimies into it from the balcony. Push the cauldron so it is in front of the dumb waiter. Let the green fire breathing robot out of the trapdoor.

Stand in front of the cauldron and wait until the creature stops by you. Step out of the way before it fires. The cauldron will steam, indicating the slimies are boiled. Push them into the dumb waiter before they get cold and send them up. To get rid of the creature, raise the weight and lure it underneath. Then it will drop and crush him!

Tidying Up
Basically, throw everything down the trapdoor. This includes the pots used to grow the eyeball plants, the vat, Drutt the spider and all the worms!

Opening The Safe
Raise the crusher so that it's three quarters of the way up the screen and push the safe under it. If you raise it too high the safe will be crushed. If it's too low it won't open.

EXTREME

Can there really be anyone who doesn't know how to complete that highly colourful game, *Extreme*! I for one would've given it a much lower mark if I'd known it only had three levels, and these are simple! Anyway, here's the solution for those who are a bit puzzled.

Level One

From the start move left past all the nasties until you come to the section with a ship flying overhead. When the ship moves out of the way, fly up and shoot the switch on the right hand side of the room. It should turn green. Now shoot at the alien ship until it drops a turbo icon. Keep shooting until you have collected two or three turbos.

Now move down, there'll be a gap in the floor if you've operated the switch properly. Wait until the blank space moves under the gap and move down. Hover inside the blank space while it moves along to the right so as not to lose too much energy on the red lava. When it's moved all the way to the exit, jump out into the room to the right. Now pick up the weapon on the floor and shoot at the container. A pod should appear and start to move. It's attached to you by a string.

The pod will only move when the string is attached, so if you go off the screen it will stay where it was last. Stay near to the pod until it moves out of the room and into the pipes at the top. Now move back through the lava using the blank space. Once out the other side move along, shooting aliens if need be, until you come to the top of the pipes with the pod underneath you. Keep with the pod and it will automatically make it's way out of the pipes.

Follow the pod. If you start to run low on energy then rush back to the start and refuel. The pod will keep going to the right through the level. Once you've reached the section with the barriers you'll have to use the turbos you picked up earlier to get through. Collect the yo-yo weapon and keep following the pod. It will reach the end of the level and start to move down. This is where things get tricky.

Collect the extra shields from the bottom of the level and make good use of them. The pod moves very slowly and you've got to keep the aliens at bay while staying attached to the pod. Make your way through the pipes as the pod moves across the top. Once out next to the other container, the pod will start to move down towards it. Shoot constantly at the aliens.

Once the pod is in it's little nest move to the left and plonk yourself down on top of the switch. A large YEAH! should appear on the screen to tell you that level one has been completed.

Level Two

This is simple. You have to move to the right in the water0filled tank and collect the spanner at the other end. If you move at speed the fish shouldn't be too much of a problem. If they do get a little intense, go into a mine and blow the buggers away!

Once you have the spanner get back to where you started. Now you can go into every mine available to keep the fish away. Go into the entrance hatch to complete the level.

Level Three

All you need to do in this, the last level, is move to the right and fire just enough to keep the aliens at bay. If you use up too many units you won't have enough to blow up the computer at the end. The walker will eventualy reach the computer and you have to fire constantly at it. If you have enough units left the computer will blow up and you'll have completed *Extreme*!

ARKANOID
When you get a high score type in your name as PBRAIN and then start the game as usual. A message SPACE TO CHEAT will appear. If you press SPACE you'll start on the last screen you played.

ARMY MOVES
The code for the second part of the game is 27351.

AUF WIEDERSEHEN MONTY
On loading, type LOAD "" as normal but after it type :REM MONTY. Press enter and play on tape. Once loaded pick up any item on the left and you'll be an immune mole!

BACK TO SKOOL
When Einstein tries to tell on you. Sit on the same seat as him and keep pressing sit/stand up. He will keep falling off the seat and the bell should go before he can tell his story, thus avoiding some lines!

BATMAN — THE MOVIE
On level one, when you come to the place with three acid drops falling from above, duck down. They will now not fall until you move up a level or throw a batarang.

BEDLAM
When you've been killed, press the C key and you should be back where you left off, but with full lives!

BAD LANDS
For infinite spanners drive off the road onto the desert and up to the top left. Under the ridges a plus sign should appear, this will give your prize!

BOBBY BEARING
If you find a brother hold down the cheat key (help) and he will automatically be transported home, meaning you don't have to risk a life by taking him there yourself.

BREAKTHRU
Hold down jump all through the game and miraculously you will complete it in seconds!

BUBBLE BOBBLE
Select the two-player game. If player one dies pressing 1 on the keyboad should bring him back to life again!

BUGGY BOY
If you come near to the end of a stage and the timer says 0, try to hit a jump. This will catapult the buggy into the air and if you're lucky, over the finishing line!

CAULDRON
Enter a cave with the correct key and press Q. Now enter the number of the room you want to go to. The golden broom is in room 100.

CERIUS
To activate the cheat mode you have to use a multiface and POKE 65520,0.

CHASE HQ
Redefine your keys as S, H, O, C, K, E and D to get a cheat menu.

CHICAGO 30s
Pause the game and press the numbers 1 to 9 in order. You'll be blessed with infinite lives.

CHRONOS
Type in JING IT BABY on the high score table for a mega laser!

COBRA
Press the SPACE bar and Z or X and the whole game slows down.

COBRA FORCE
Define your keys as S, I, M, O and N for infinite lives.

COMBAT SCHOOL
Move your aiming cursor so that half of it is actually on the target. When you fire, your number of hits will go up but the target will stay intact. Using this cheat you can get at least ten hits per target.

CONTACT SAM CRUISE
If you get slung into prison, press CAPS SHIFT and P to turn invisible.

CYBERNOID
Define your keys as Y, X, E and S and you'll hear a little ditty. When you start you'll have infinite lives.

CYBERNOID II
Define your keys as O, R, G and Y to get infinite lives.

DEFENDERS OF THE EARTH (SAM)
Type in ....ORG on the high score table for invincibility.

DOWN TO EARTH
Pressing 1, 2, 3, 4 and 5 together will transport you to the next level but won't allow you to complete the game properly.

DRAGON'S LAIR II
On the title screen press Q, W, E, R and T and when you start you'll have infinite lives.

EDD THE DUCK
Type in WILSON as soon as you start level three for a helping hand.

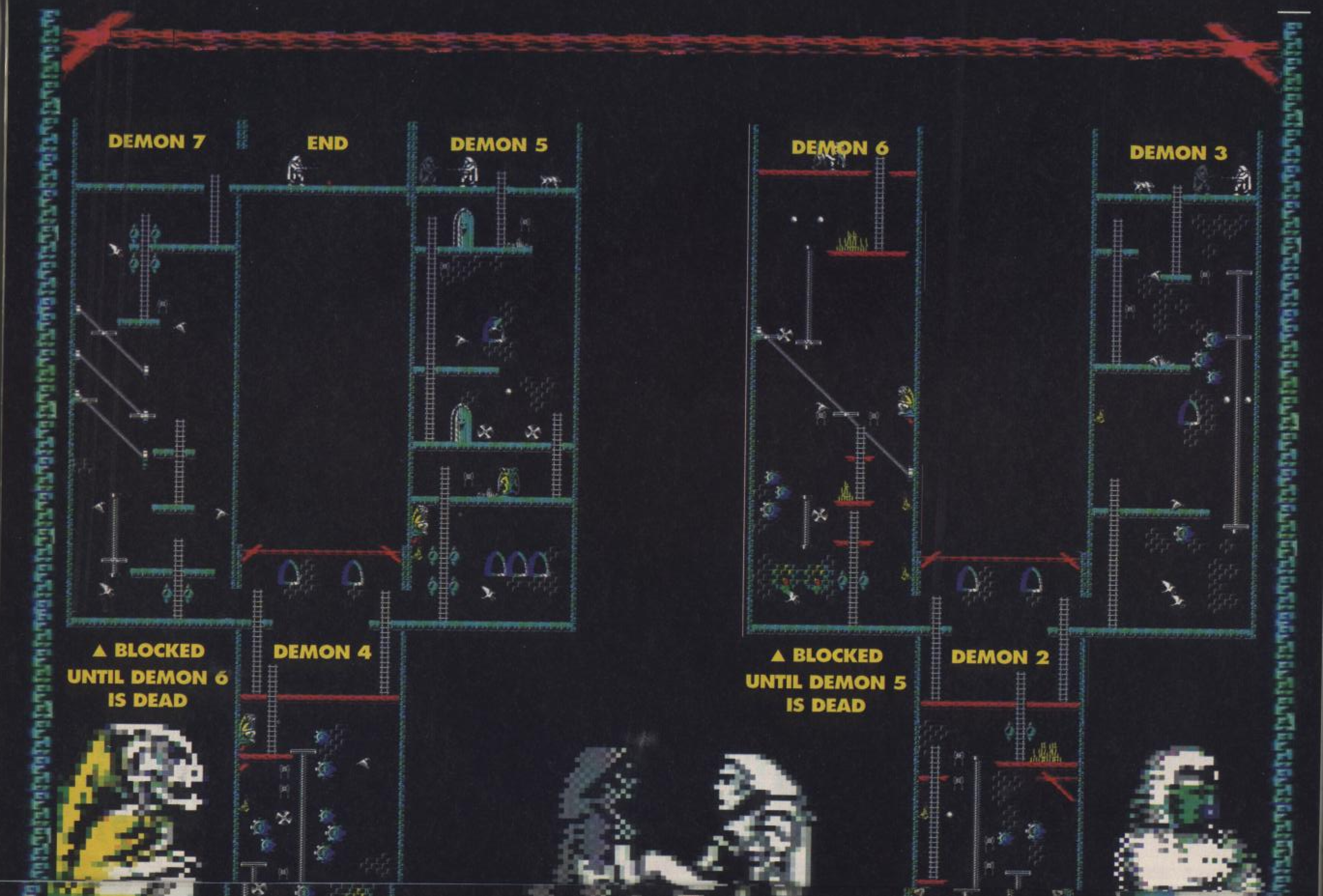
ELITE
When the game has loaded press Y to load a new commander then choose the save option. Now continue the game for an interesting effect.

ENDURO RACER
Holding down CAPS SHIFT all through the game will make you go at top speed and not have to jump the ramps!

EXOLON
Redefine your keys as ZORBA for infinite lives.

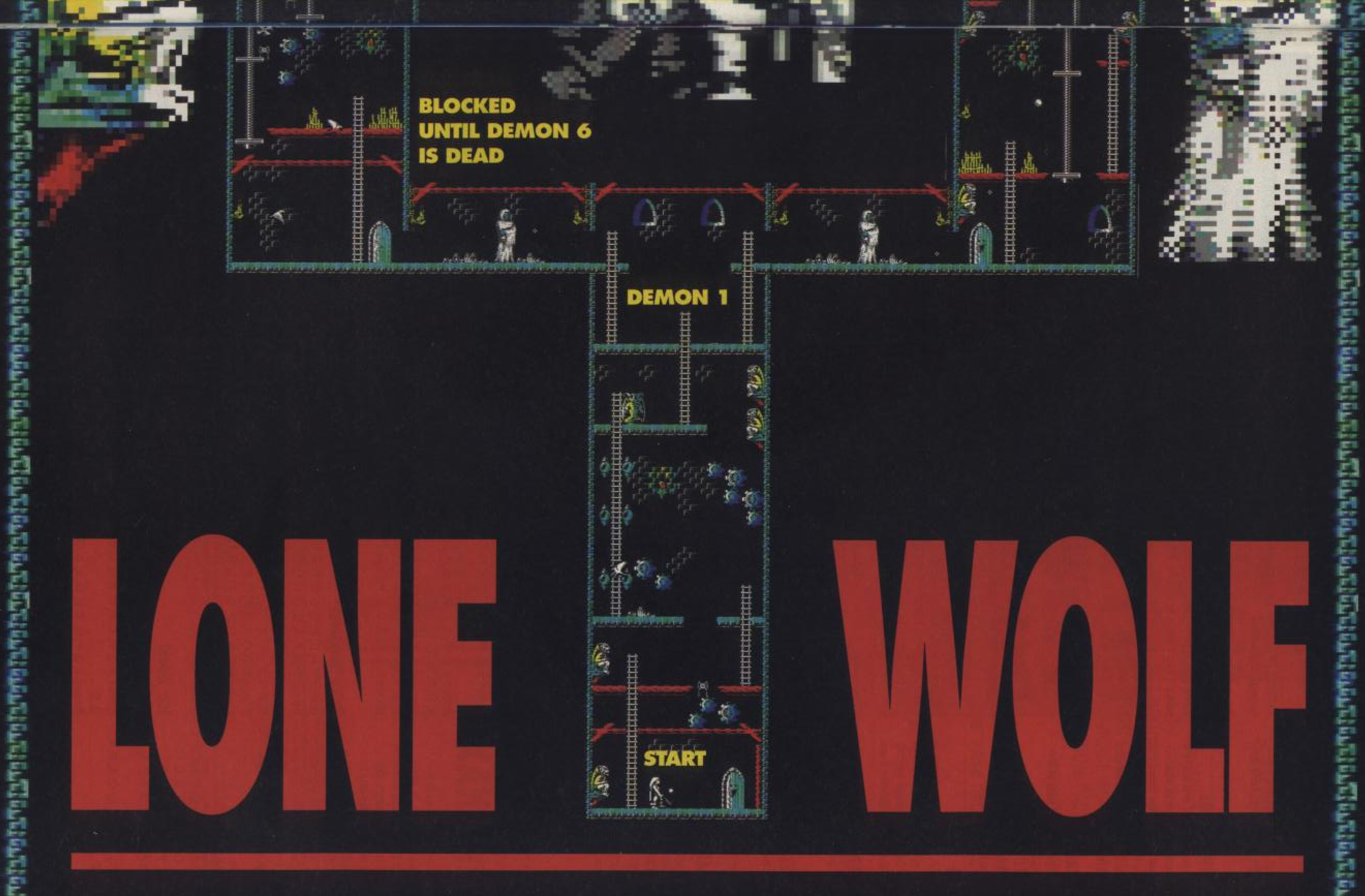
EXPRESS RAIDER
To take more trains, pass the first one then hold down 1, 9, 8 and 7 together and you'll have the lot! Your lives will still go gown but when you start again you'll be where you left off.

FIGHTING SOCCER
Give the opposition a goal kick. The player with the white arrow then moves it to where he wants the goalie to kick the ball. Position the



DEMON 7
END
DEMON 5
DEMON 6
DEMON 3
▲ BLOCKED UNTIL DEMON 6 IS DEAD
DEMON 4
▲ BLOCKED UNTIL DEMON 5 IS DEAD
DEMON 2

LONE WOLF



ball in the best place possible and hey presto, the goalie will score an own goal!

FORGOTTEN WORLDS
Towards the end of level one there's a section where you have to shoot barriers. Shoot them a few times then move into the top one. If you do this you will travel to the end of level god and he won't fire at you!

FREDDY HARDEST
The code for the second part of the game is 897653.
FUTURE BALL (SAM)
Enter your name as HAPPY to go straight to the top challenge.

GALLETRON
Press SYMBOL SHIFT in the game so that everything stops and then press C. You should get a message saying CHEAT MODE and have infinite lives.

GAME OVER
The code for part two happens to be 18024!

GAME OVER II
The code for the second part is 18757.

GARFIELD BIG FAT HAIRY DEAL
On the title screen hold down SYMBOL SHIFT and all the letters in the world GARFIELD. Then hold down CAPS SHIFT and any combination of keys 1-5 to be transported to a different screen of the game.

GAUNTLET
While playing the game hold down SYMBOL SHIFT and you can walk through any walls!

GHOST HUNTERS
Press P to look at the map in the game then type in GHOST. Now press a key from A to X for a different screen and SPACE to continue play there.

GREMLINS 2
On the high score table type in SINATRA for infinite lives.

HAMMERFIST
Pause the game and hold down N, Y and C. Unpause and press L to skip a level.

HERBERT'S DUMMY RUN
Go to the rope screen, climb up it and hold down the keys C, H, E, A and T to cheat. You'll get infinite lives.

INDIANA JONES AND THE LAST CRUSADE
On the title screen hold down O, T and D to start on level one. Now hold down SHIFT and the level number to go straight to it.

INTERNATIONAL MATCHDAY
Set the handicap to win 99-0 and abort the match as it's about to start. You'll win 99-0!

INTO THE EAGLE'S NEST
On the high score table type in DAS MAP for a map mode, DAS CHT for infinite lives and DAS NME to wipe out all enemies. Typing MAP OFF will turn the map mode off again.

BITE THE DUST
It's not very tasty this dust stuff is it? Michael Lawson of Sheffield (hold on, isn't this the same address as the *Trapdoor* tips?) has sent in the 19 codes that will let you start on any level you like!

00 START
01 NOODLE
02 BUFFET
03 GOLFBALL
04 COURGETTE
05 BUNKBED
06 BLANCMANGE
07 GLOBULE
08 TURNIP
09 GOBLIN
10 WALLABY
11 GRUNT
12 ELBOW
13 YELLOWBANANA
14 SNAPDRAGON
15 HAEMOGLOBIN
16 GOURMET
17 GOBLET
18 GIBLETS
19 QRK239D1LK328XCU

NAVY SEALS
Arf arf, and all that jazz. Yup, it's the return of those cute little chubby fellows that go around getting their heads bashed! No, hold on, these are *Navy Seals* so perhaps they wear uniforms as well! This is the solution to level one and a few maps to go with it.

Key: Sm=Shoot man, R=Walk right, L=Walk left, Jr=Jump right, Jl=Jump left, J=Jump, Su=Swing up, Sd=Swing down, U=Up ladder, D=Down ladder, Pb=Plant bomb on missile.

R, Su, Sm, R, Sm, Jr, Sm, Sm. Climb on top of green barrels, U, Pb, L, Sm, L, Sm, L, Sm, L, Sm, L, Sm, L, Pb, Sm, J, Jl, Sm, U, Pb, Sd, Sd, Sm, Sd, R, Pb, Su, R. Drop down, Sm, Pb, R, Sm. Climb onto the boxes, R, Sm, R, Sm, U, Su, J, Sm to the left. Su, Jr, Sm, R, Sm, Su, Sm, Pb, Sd, Sd, L, U, Su, J, Su, L, D, Pb, U, L. Drop onto platform, Sm, Pb. Well done!

HUMAN KILLING MACHINE
Here's a good cheat! If you don't like the screen colour then press C to change it.

HYSTERIA
Redefine your keys as C, H, E, A, T and S to start with infinite lives.

IKARI WARRIORS
If you type in PETELIVES on the title screen you'll get infinite lives when you start play.

IK+
When you get knocked down pause the game. When you unpause you'll be standing up again _ very useful!

IMPOSSAMOLE
This is the real cheat for the Spectrum *Impossamole*. There've been various ones printed before which didn't work but I assure you this one does. During the game press H to pause it the hold down C and up on the keyboard or joystick. Now press H again while holding the others down and your energy will be filled to the top. You can do this as many times as you want!

IRON SOLDIER
Type G, A and D to get infinite everything.

JACK THE NIPPER
When you're near the cat, parp the horn and it will fly up to the ceiling. Quickly leave the room to avoid being told off then enter it again. The cat will still be on the ceiling. Go directly underneath it and constantly parp the horn. Your naughtiness will rise _ keep going until it gets to 100%!

JASON'S GEM
When the game has loaded press W, A and S and you'll hear a beep. Now you should have infinite lives.

KOSMOS
Play the game and press down to get the menu. Now type SYMBOL SHIFT and K to get infinite everything.

LAST MISSION
For infinite ships hold down the " key.

KWIK SNAX
This is a great little game from those Masters Of Code (!). Many people have been getting stuck on the bonus screens, though, the ones where once you go one in direction until you hit a wall. Here are the solutions to all 20 from Justin King of Eltham so you will never fail again! The solutions are for a game set up with keys Q,A,O and P for up, down, left and right.

Cloud World
Bonus 1: Q, A, O, P, Q, O, P, A, O
Bonus 2: P, O, Q, O, Q, P, Q, O, P
Bonus 3: Q, P, Q, O, A, P, Q, O
Bonus 4: O, A, O, Q, O, Q, P, P, Q, P, Q
Bonus 5: P, A, O, Q, P, Q, O, A, P, A, P, Q, O, A, P, A, P, Q

Cuckoo World
Bonus 1: Q, O, A, O, P, Q, P, A, P, A
Bonus 2: A, O, P, A, P, O, A, P, A, P, Q
Bonus 3: Q, O, P, A, O, A, P, A, O, P, A, O, P, Q, O
Bonus 4: A, P, O, A, P, Q, O, A, Q, P, Q, O, P, Q
Bonus 5: Q, O, A, O, A, P, O, Q, P

Zaks Dungeon
Bonus 1: P, Q, P, Q, O, Q, P, A, O
Bonus 2: Q, P, A, O, Q, P, Q, P
Bonus 3: P, Q, P, A, P, Q, P, Q, P, A, O, P
Bonus 4: Q, O, A, P, A, O, P
Bonus 5: P, Q, O, P, Q, P, Q, O, Q, P, A, O

Ice World
Bonus 1: Q, A, Q, P, Q, O, A
Bonus 2: Q, A, O, P, Q, A, O, Q
Bonus 3: Q, O, Q, P, O, A, O, Q, O, Q, O
Bonus 4: Q, P, Q, A, P, O, A, O, Q, A, P, Q
Bonus 5: Q, O, Q, P, A, P, Q, O, A, O, A, P, A, P, Q, O

Delicious prizes on the way to everyone who has their name in this edition of Playing Tips. If you'd like a dip in the barrel then send in your offerings to this address: NEWSFIELD, NICK `PRIZE EVERY TIME!' ROBERTS, PLAYING TIPS, CRASH, LUDLOW, SHROPSHIRE, SY8 1JW.



AMIGA

STAND-ALONE 500 COMPUTER

● 512K AMIGA	£329.99
● TV MODULATOR	FREE
● MOUSE CONTROLLER	FREE
***PLUS!* - FREE FROM SILICA**	
● ARCADE ACTION PACK	£229.78
● PHOTON PAINT 2.0	£89.95
TOTAL RRP:	£649.72
YOU SAVE:	£320.72
SILICA PRICE:	**£329**

PLUS! ***FREE*** HOLIDAY ACCOMMODATION

£329

SILICA PRICE - INCLUDES VAT + FREE DELIVERY

NEW! CARTOON CLASSICS PACK

HARDWARE:

512K AMIGA 500	£329.99
A520 TV MODULATOR	FREE
A501 RAM EXPANSION	£99.99

SOFTWARE - ENTERTAINMENT

BART SIMPSON	£24.99
CAPT PLANET & PLANETEERS	£25.99
LEMMINGS	£25.99

SOFTWARE - PRODUCTIVITY

DELUXE PAINT III	£79.99
PLUS! FREE FROM SILICA	
ARCADE ACTION PACK	£229.78
PHOTON PAINT 2.0	£89.95
TOTAL RRP:	£906.67
YOU SAVE:	£507.67

PLUS! **16 NIGHTS FREE HOLIDAY ACCOMMODATION**

£399

SILICA PRICE - INC VAT + FREE DELIVERY



FREE! FROM SILICA WITH EVERY AMIGA

ARCADE ACTION PACK

The new Arcade Action Games Pack is THE software compendium for Amiga owners, featuring ten top titles with a variety of different types of games for you to enjoy. Each title is packaged in its own plastic case, with a colour sleeve and full instructions. The Arcade Action Pack is FREE! when you buy your Amiga 500 from Silica.

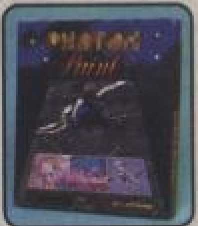
FREE! WORTH: **£219.78**



FREE! PHOTON PAINT 2.0 GRAPHICS PACKAGE

Every Amiga 500 from Silica Systems comes with a FREE Photon Paint 2.0 (RRP £89.95), one of the most advanced art packages available for the Amiga. With it, you will be able to harness the extraordinary graphics power of the Amiga and produce inspirational pictures in minutes. With 4096 colours, your pictures will reach life-like appearance. These can be animated in real-time using a vast range of graphical effects, including blending colours and dithering, stencils, shadowing, contour mapping and surface mapping.

WORTH **£89.95**



FREE! 16 NIGHTS HOLIDAY HOTEL ACCOMMODATION

Every Amiga from Silica comes with a FREE 72 page, full colour brochure with accommodation vouchers. These vouchers entitle 2 people to stay up to 16 nights in one hotel (or any number of hotels to a total of 16 nights) with accommodation FREE (you could take up to six nights for four people, or other options). Choose from the 250 hotels featured in the catalogue. All you have to pay for are your meals (prices are listed in the brochure). Reduced rates in top London hotels and hotels in France are also featured.



TOTAL FREE PACKAGE

***ARCADE ACTION PACK* - £229.78:**

Asterix - *By Coktel Vision*	£24.99
Chess Player 2150 - *By CP Software*	£24.95
Drivin' Force - *By Digital Magic*	£24.95
Live & Let Die - *By Elite*	£19.99
Onslaught - *By Hewson*	£24.99
Pipe Mania - *By Empire Software*	£24.99
Rick Dangerous - *By Firebird*	£24.99
Rock 'n' Roll - *By Rainbow Arts*	£19.99
Skweek - *By US Gold*	£19.99
Trivial Pursuit - *By Domark*	£19.95

***ART PACKAGE* - £89.95:**

Photon Paint 2.0 - *By MicroIllusions*	£89.95
TOTAL RRP:	£319.73

FREE! WORTH NEARLY: £320

PLUS! ***FREE*** HOLIDAY ACCOMMODATION

SILICA SYSTEMS OFFER YOU

- ***FREE OVERNIGHT COURIER DELIVERY:*** On all hardware orders shipped in the UK.
- ***TECHNICAL SUPPORT HELPLINE:*** Team of Amiga technical experts at your service.
- ***PRICE MATCH:*** We normally match competitors on a ''Same product - Same price'' basis.
- ***ESTABLISHED 12 YEARS:*** Proven track record in professional computer sales.
- ***BUSINESS + EDUCATION + GOVERNMENT:*** Volume discounts available for large orders.
- ***SHOWROOMS:*** Demonstration and training facilities at our London & Sidcup branches.
- ***THE FULL STOCK RANGE:*** All of your Amiga requirements from one supplier.
- ***FREE CATALOGUES:*** Will be mailed to you with offers and software/peripheral details.
- ***PAYMENT:*** By cash, cheque and all major credit cards.

Before you decide when to buy your new Amiga computer, we suggest you think very carefully about WHERE you buy it. Consider what it will be like a few months after buying your Amiga, when you may require additional peripherals or software, or help and advice with your new purchase. And, will the company you buy from contact you with details of new products? At Silica Systems, we ensure that you will have nothing to worry about. We have been established for over 12 years and, with our unrivalled experience and expertise, we can now claim to meet our customers requirements with an understanding which is second to none. But don't just take our word for it. Complete and return the coupon now for our latest Free literature and begin to experience the ''Silica Systems Service''.

MAIL ORDER HOTLINE **081-309 1111**

SILICA SYSTEMS

MAIL ORDER: Order Lines Open: Mon-Sat 9.00am-6.00pm	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX — No Late Night Opening	**Tel: 081-309 1111** Fax No: 081-308 0608
LONDON SHOP: Opening Hours: Mon-Sat 9.30am-6.00pm	52 Tottenham Court Road, London, W1P 0BA — Late Night: Thursday until 8pm	**Tel: 071-580 4000** Fax No: 071-323 4737
LONDON (SELFRIDGES): Opening Hours: Mon-Sat 9.30am-6.00pm	1st Floor, 369 Oxford Street, London, W1A 1AB — Late Night: Thursday until 8pm	**Tel: 071-629 1234** Ask for extension 3914
SIDCUP SHOP: Opening Hours: Mon-Sat 9.00am-5.30pm	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX — Late Night: Friday until 7pm	**Tel: 081-302 8811** Fax No: 081-309 0017

To: Silica Systems Ltd, Dept CRASH-0891-60, 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX

PLEASE SEND FREE AMIGA COLOUR CATALOGUE

Mr/Mrs/Ms: .... Initials: .... Surname: ....

Address: ....

....

....

Postcode: .... Tel: ....

Which computer(s), if any, do you own? ....

E&OE - Advertised prices and specifications may change - please return the coupon for the latest information.

You are standing on a couple of empty pages. You can see: a Spectrum, a word processor and a stack of brand new Speccy adventure games. WHAT NOW?

■ Get adventure expert Paul Rigby to review the lot and dig up a load of happening newsie stuff!

I'm sorry, I do not understand the word 'Paul'.

■ Give me strength...

INTO THE MYSTIC

River Software ■ £2.95

'Where has all the magic gone?' and, 'Without magic our lives are empty and void', were typical of the cries to be heard throughout the countryside. Magic was a handy thing to have around and it relieved the boredom of a long day in the field. Lose something and you must find it. Hence you've been nominated to find out what's going on and where all the magic has gone.

Orcs are a pain in the armpit. Ratty y'know. Mean. Oh, and they have a thing about tearing people limb from limb. But nobody's perfect, right?

However, orcs were the main problem at the beginning of the game. In fact, they were in hot pursuit, chasing you through the forest. Luckily you're pretty fast so it was no surprise when you lost the group around the old fort.

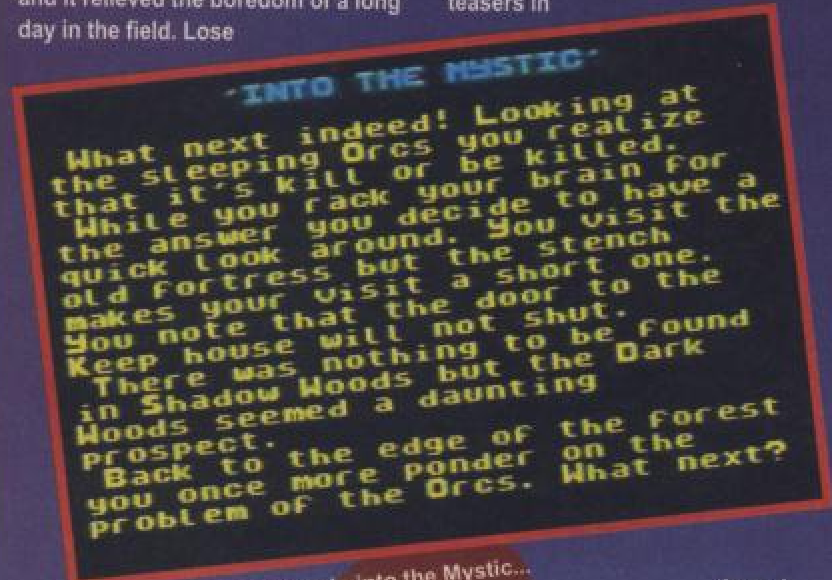
After resting from the chase, you awake the next morning to find the orcs blocking your escape route! What to do? Hmmm.

After the introduction and a short list of usable verbs, the game begins. Displayed with (largely) black text on a green background, Into the *Mystic* uses succinct location descriptions with a restricted use of the EXAMine command. That is, only where it's necessary to forward the plot or add essential atmosphere.

The principle feature of *Mystic* is the puzzle quality, which is very high. There are one or two real brain teasers in there. I especially enjoyed the first puzzle which is quite logical. Although you're given subtle clues, the solution remains obscure enough to drive you crazy.

Technically, the game is not the most advanced adventure I've ever played. Although you have a handy X command to replace the EXAMINE command, you can't link commands via AND or punctuation.

However, programmer Jack Lockerby is not known for his technical achievements. Instead, he has a well deserved reputation for producing well designed, very playable adventures that guarantee hours of enjoyment. Into the Mystic is a very good example, doubly so at this price.



● The orc attack begins in into the Mystic...

Overall 78%

Contact point: 44 Hyde Place, Aylesham, Canterbury, Kent CT3 3AL

THE LAMBERLEY MYSTERY

Zenobi Software ■ £2.99

The Lamberley Mystery is a three-part text adventure based around episodes from the casebook of famous detective Sherlock Holmes and his trusty sidekick, Watson.

Presentation is excellent. The text is white on black using a very readable font. The screen layout is very clean with a upper status bar sectioned off from the rest of the

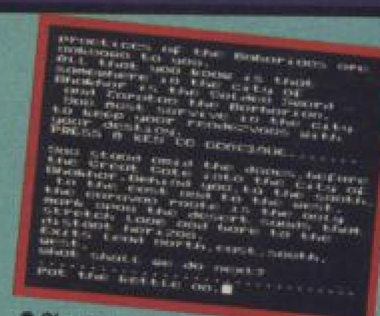
THE GOLDEN SWORD OF BHAKHOR

Zenobi Software ■ £2.99

Within the city of Bhakhor is the golden sword, a symbol of your inheritance and the key to the throne. Your task is to find the thing and stay alive. Zipping past the introductory graphic and story intro, which is very irritating — far too many 'did this' and 'did thats' for my liking — you dive into the game.

Designed with white writing on a black background, the text is set in a custom font that can be a little hard to read at times, although you get used to it after a while. Location descriptions are relatively short with a few longer ones to add a little atmosphere. Technically, this adventure is pretty average with none of the chrome (I think he means fancy features —Sub Ed) we're used to — no RAMSAVE, for example.

The game is split into three



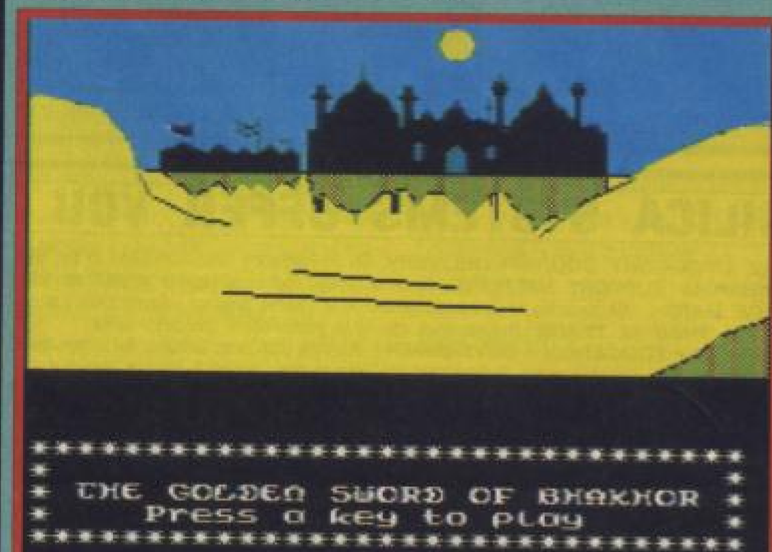
● Check that text! Mills & Boon anyone

parts and in part one you learn how to enter and survive the city (a disguise and money helps). Part two sees you in the thick of things rescuing a princess (I wondered how long it'd be before that one cropped up) and finding keys, while mapping a tricky maze (different location descriptions but it functions as a maze). Part three leads to the climax of the game and the finding of the sword.

Puzzles are pretty good with a good atmospheric edge to the game, no mean feat in only 48K. *Bakhor* is a decent adventure but never really excites. Bottom line? Better than average.

Overall 76%

Contact Point: 26 Spotland Tops, Cutgate, Rochdale, Lancs OL12 7NX

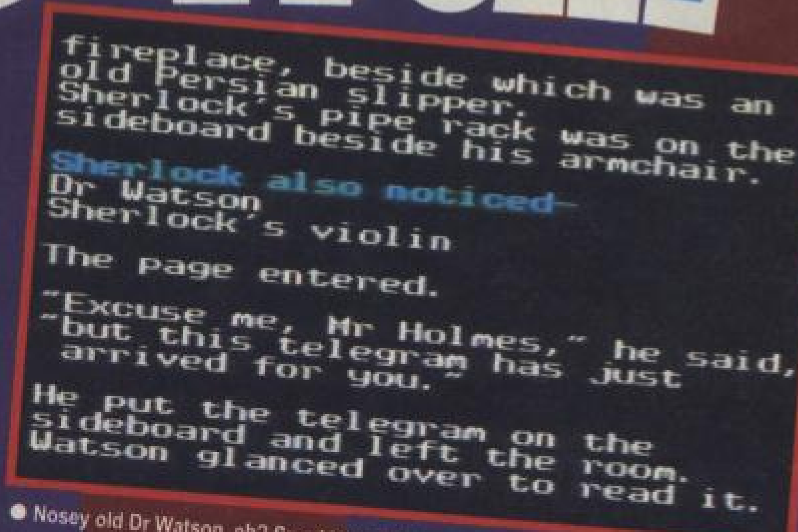


● The opening screen makes you want to scoff Turkish Delight.

venture Trail



● Wombat's loading screen (cute eh?)



● Nosey old Dr Watson, eh? Sneaking a look at Sherlock's mail – it might be

ONE OF OUR WOMBATS IS MISSING

Zenobi Software ■ £2.49

One night, after a few days on the job, you're approached by the Head Keeper of the zoo and asked to walk around to check everything's okay. It would be if it wasn't for the missing wombat!

Wombat is a competently produced adventure with some interesting puzzles. However, I have two criticisms: I found the majority of the adventure was just a mapping exercise, with too little to do in many places.

Secondly, I was rather frustrated that programmer Mike Gerrard decided to use a wodge of memory putting 'clever' messages into the response table. Thus, if you input particular names and so on, you'll be treated to a 'witty' comment. This ploy was fine for John Wilson's irreverent *Behind Closed Doors* series but I felt Mike could have used the available memory improving the game rather than wasting it on a part of the game no-one, bar the few members of the 'in crowd', will ever see.

I can't take a game seriously when such excessive, irrelevant, padding is used to fill a few hundred (thousand?) bytes. Not bad, but should have been a hell of lot better.

Overall 61%

Contact Point: 26 Spotland Tops, te, Rochdale, Lancs OL12 7NX

text. This bar holds information on your remaining cash, score, the date and time of day.

Location descriptions tend to be lengthy and atmospheric, although I did find many (too many) location objects were ignored by the EXAMine command. I appreciate the constraints of memory but I think I should've had a decent description of Sherlock's prized violin!

In fact, it was the straight denial that objects existed or could be manipulated that proved the most frustrating thing about this adventure, along with my efforts to try to TALK to people — it doesn't always get a response. RAMSAVE and LOAD is supported, though, which proved very handy on more than one occasion.

The Lamberley Mystery is a fairly simple game, very linear, but it gives you the impression there's more to it. It proves very disheartening to find this gloss is only skin deep.

Overall 73%

Contact Point: 26 Spotland Tops, Cutgate, Rochdale, Lancs OL12 7NX

News File

● From Square Peg comes your latest *Horrorscope*. No, not another Sun exclusive, but a game featuring Nub, the celestial wheelwright. He's rather concerned about the Great Cosmic Wheel slipping out of sync and shattering the 12 constellations of the Universe (well, who wouldn't be?). As he's run out of Polyfilla, 12 tokens are required to build another Zodiac. This is where you come in — the great hero (snigger).

For 128K Speccies only, priced £3.49, from Bryneiddan Cottage, Panteg, Whitemill, Camarthen, Dyfed, W Wales SA32 7HE.

● In 1987, Compass Software released *Project-X, The Micro Man*, which did well for them. Now the sequel has hit the streets; called *The Micro Mutant;* you again play Prof Neil Richards but this time with superpowers. You can change size at will and mindlink with creatures to read their thoughts.

Filled with lots of glossy features such as sound effects, screen effects and the ability to add your own DNA structure (!), this game is available for 48/128K Speccies for a measly £1.99 from 111 Mill Road, Cobholm Island, Great Yarmouth, Norfolk NR31 0BB.

● Gordon Inglis has done the noble thing and set up a Spectrum adventure public domain club, meaning all the adventures have no copyright — and are cheap: a very reasonable 99p, plus 17p for a stamp.

There are 11 adventures on the list so far — all of them have been donated by adventure authors from all over the country. There's some quality stuff among them: *Crystal of Chantie, Behind Closed Doors 1* and *2*, and more. Why not write off to Gordon at 11 West Mayfield, Edinburgh, EH9 1TF to find out more about the service?

● John Wilson's Zenobi Software has three new games out and about. *The Darkest Road* tells of the Black One, or Black Wanderer, as he's affectionately known, who sits in his fortress dealing out bad vibes and black magic (and I don't mean the chocs). Seems like you, the possessor of The Silent Song, can stop the baddie in his tracks.

Hob's Hoard touches the subject of a death in the family. Your brother has been killed in a hit and run accident back in the hometown in Cornwall. While sorting through your brother's effects you chance upon the evidence of a treasure trail he was tracking... intriguing, eh?

Finally, *Deek's Deeds*. Deek McDeek — ultimate hero — armed with only five useful items, must make his way through time to the medieval period, there to rid Acton Trussel, the village that never sleeps, of the dastardly Reg The Bad, local head honcho and part-time torturer.

All of the above Zenobi games can be bought for £1.99 from 26 Spotland Tops, Cutgate, Rochdale, Lancs, OL12 7NX.

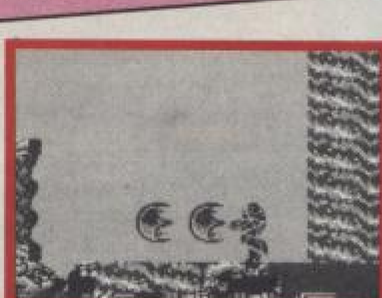
excellent CITY

Hello there, punters. Buying games is a tricky business, isn't it? As soon as one game reaches the shops there's something else on the way that looks even better. Decisions, decisions. But now, help is at hand — simply jump on the CRASH groovy train and take a ride to Excellent City where all the best games of the last few months reside.

TURRICAN 2
Rainbow Arts ■ £10.99

Rave reviewed last issue with a staggering 95%, Nicko's still playing it and yelling about it being the best Speccy game ever (which is surprising since he's such a miserable bast).

So, *Turrican 2* — what's it all about? Well, shooting, really. It's the ultimate shoot-'em-up played over 11 levels with varying action. One



level your running along as the cybernetic Turrican, blasting everything that moves, and the next you're in a spaceship, hurtling through a few scrolling levels!

It's not an easy game. The huge variety of aliens take their jobs (ie, killing you off) very seriously — especially the end-of-level foes which are often deadly (but stunning to see). *Turrican 2*'s graphics are really something to behold. They're colourful, large and move very well considering how much can be going on on-screen at one time.

Quite simply, if you're a shoot-'em-up fanatic, there's one only game you need put on your shopping list and that's *Turrican 2.*

OVERALL 95%

HEROQUEST
Gremlin ■ £10.99 ■ £15.99

This is it, the computer adaptation of the best-selling board game, and it's great. You can play with up to four characters (players) — each with their own strengths, weaknesses, and magical powers.



The objective is to attempt the 14 different missions that take place in the dungeons of the evil Morcar. The locations are displayed in isometric 3D and the characters controlled entirely by clicking a cursor over icons.

Throughout each mission, Morcar's evil henchthings attack without mercy, although the outcome of battle is decided by the fall of 'dice' rather than a thwack or three on the fire button.

Although there's always lots going on, don't expect an action-packed game — it's a proper animated graphic adventure. *HeroQuest* brings a great roleplaying tradition to your screen.

OVERALL 93%

BATTLE COMMAND
Ocean ■ £10.99 cassette only, 128k only

The forces of the North and South are at war in Ocean's latest sim, *Battle Command*. An all-out strike is impossible — their nuclear



stockpiles are evenly matched — so guerilla tactics have to be employed.

To this end, the Mauler tank was invented, and now you, as the North's top fighter, must complete a series of tough missions to swing the war in your favour. A range of devastating weapons are at your disposal — including a 120mm cannon, missiles and mortars — and all are needed to get through the hordes of enemy vehicles.

Gameplay is hugely entertaining and, surprisingly, an itchy trigger finger is needed more than brainpower!

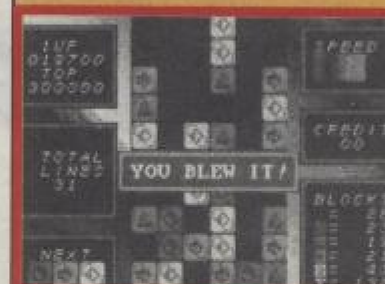
OVERALL 94%

AND, THE BEST OF THE BUDGET

STACK UP
Zeppelin Games ■ £2.99

Take *Tetris* and *Connect 4* and you've got a vague idea what *Stack Up*'s like. Simply guide the falling groups of falling blocks so they form horizontal, vertical or diagonal lines of three or more of the same colour. To add variety you can change the style of the graphics to suit yourself. Simple, highly playable and wildly addictive. Go buy.

OVERALL 80%



SCOOBY AND SCRAPPY
Hi-Tec ■ £2.99

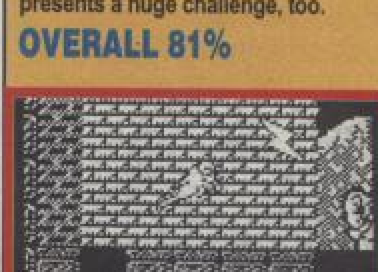
Control pup Scrappy through four scrolly levels of platforms and all sorts of obstacles to rescue Scooby. There are many attackers which Scrappy can deal with his puh-puh-puppy power and a sharp right hook! Addictive, entertaining and hassle-free gameplay make for one hell of a playable game.

OVERALL 90%

CJ'S ELEPHANT ANTICS
Code Masters ■ £2.99

Platform action over a huge scrolling map, gameplay akin to *New Zealand Story* for one or two players, controlling athletic elephants! A great arcade romp packed with colourful graphics and addictive gameplay, *Elephant Antics* presents a huge challenge, too.

OVERALL 81%



A CRASH Smash

Prince of Persia

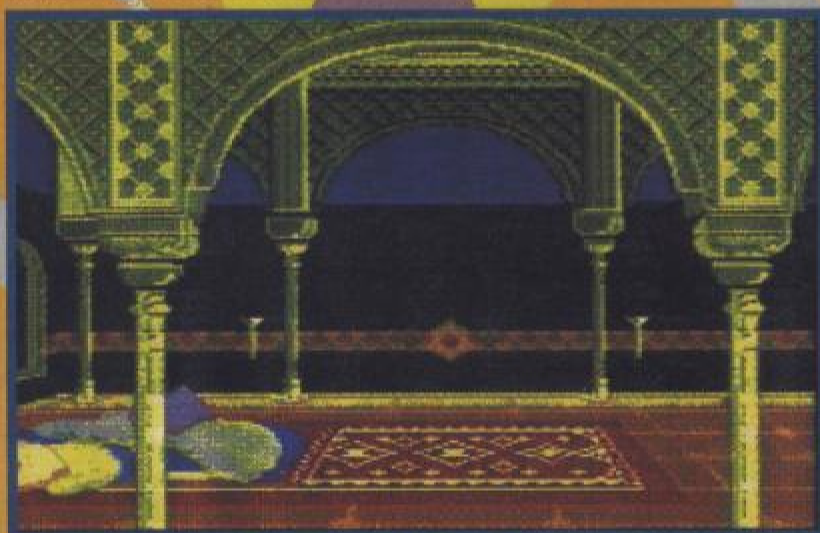
SAM Coupé ● £14.99 (disk only)

Oh! The East — what a wonderful place it is! But, and this is the spooky thing, there's always trouble afoot in some mystical manner. This latest Coupé game's full of the stuff and it's magic (ie, ace). Join NICK ROBERTS as he samples a bit of Turkish Delight!



It's a sad time for the people of Persia. The Sultan has been off fighting a foreign war and his Grand Vizier, Jaffar, has seized the reins of power. The only obstacle between Jaffar and the throne of Persia is a young adventurer that has won the heart of the Sultan's daughter. That adventurer is you.

But calamity strikes — you've been arrested, parted from your sword and possessions and thrown into the deep dungeons of the Sultan's castle while the princess has been locked in the highest tower. Jaffar has given your true love a choice and an hour to decide — marry him or die! Can you escape and rescue the princess to become... Prince of Persia?



● This is the tower where the princess has been held captive... looks like she's gone to powder her nose!

JUICY JAFFAR'S TRAPS

To rescue the princess, careful leaping, running and ducking is needed, as you never know when one of Jaffar's traps will spring. There are 13 levels to the game, each set in a different part of the castle, and every one holds different obstacles for you to overcome.

As well as the guards, who vary in skill, there are spikes that rise from the ground, slabs falling from above, metal blades, bad potions and bottomless pits to be negotiated. Collecting the correct potions replenishes some of the energy you're bound to lose along the way. However, one of the first things you should look for is your sword —fighting's a little difficult without it, but isn't that always the way!



● Showing off your big sword to Mr Skeleton, he doesn't look too interested.

AMAZING ANIMATIONS

The most dazzling aspect of Prince Of Persia is the sheer detail in the animation sequences. From the introduction with the princess to the leaps and bounds of the hero, the slickness of movement is astounding. This isn't surprising as the original sprites were modelled on live action — such as the swordfighting films of the Thirties — to give ultimate realism.

Many people may find simply moving about the game difficult to begin with. By combining the directional controls the hero can perform an amazing amount of different movements; and it's not until you mastered each one that you can start to master each level in turn.

BLACK MAGIC BOXES

In addition to the basic fighting and adventuring elements, there are strange goings on in the castle. Jaffar is a master of black magic and will use it to stop you. A particular favourite sequence of mine is where you have to jump through a mirror to exit from a level. A shadow of yourself then runs in the opposite direction! Spooky, eh? From then on in the game the shadow crops up from time to time to make things more difficult, like stealing a potion when you could just do with it!

Prince Of Persia is undoubtedly the best SAM Coupé game yet — its combination of superb gameplay and great graphical content really shows off what the SAM can do!

● 95%



● You've made it into the castle but one wrong step now and it could be kebabs for tea! (hold on Nick, you're supposed to be on a diet! — Markie)

MARK

The only word I can use to express my amazement at the SAM version of Prince Of Persia is unprintable. I thought Nick was playing a trick and had loaded up the Amiga version, the main sprite is so similar. His movements are very fluid and lifelike, especially when jumping around and hanging on to a ledge for dear life (usually just above a wicked looking spike). The obstacles placed in the player's path are very dangerous and, in the case of the mechanical ones, difficult to pass without practice. The two blades that clang together are a good example: they look like something out of an Indiana Jones movie and make a nasty mess of our hero if he botches his move. Prince Of Persia goes to show what the Coupé is capable of and, from now on, it's the game for all other software houses to beat.



● 96%

Rating

An arcade adventure that is, without doubt, the best SAM game ever!

PRESENTATION	93%
GRAPHICS	94%
SOUND	92%
PLAYABILITY	94%
ADDICTIVITY	93%
Overall	**96%**

Spike in Transylvania

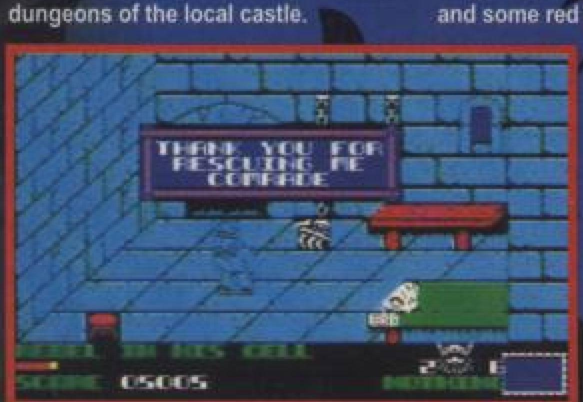
Code Masters • £2.99



Vikings — nasty bunch of characters. Lushing about in their dragon-headed ships raping and pillaging — it's all a bit much, really. And what's more, as NICK ROBERTS finds to his disgust, they all have beards (even the women). But now they've come a cropper, especially Spike, who's in for some castle capers!

I always feel sorry for people with beards; they obviously can't afford to buy a razor, the poor souls. Spike is one such person, with his big, bushy affair.

Spike and his facial-haired friends have been shipwrecked on the coast of Transylvania. Being in a drunken stupor, they didn't have a clue what was going on, and before they knew it they were banged up in the dungeons of the local castle.



• Rescuing a rebel. With a face like that I should leave him put

BEARDED IDIOTS

All of them except our hero, that is! Hurrah! He managed to escape the grips of the local fuzz and is now all alone in a strange country! You have the task of helping Spike rescue his mates from the dungeons of the King's castle.

Spike's gameplay is classic arcade adventure stuff with screen after screen of action. There are characters to interact with, meanies to avoid, switches to switch and plenty of objects, some useful and some red herrings.

The cartoon look of the game is great. The characters have hilarious facial expressions and all the backgrounds are colourful and detailed. My only moan is that Spike appears to be transparent when he walks over a coloured background, and I'm sure he's not supposed to be a ghost.

STRANGE 3D-O-VISION

The control method takes a little getting used to: because each screen is in semi-3D, Spike moves diagonally when you press up or down. Inexperienced players will probably charge him straight into a pursuing ghost, but don't fret, it's easily mastered.

On a difficulty scale, the puzzles in *Spike* would not rate very high. Most of them are really obvious — the difficulty is in getting to the correct screen to carry out an action. It didn't take too long before I'd completed *Spike* so don't expect it to hold much lastability if you're with Mensa.

So, *Spike In Transylvania* — it's the perfect beginner's arcade adventure! It's got lots of cute graphics and puzzles (that aren't excruciatingly puzzling)! It's got jolly tunes and plenty of fun to be had. And, do you know what? I loved it. Great stuff! • 79%



• Whoops! Looks like it's chops for tea!

• Off to the boozer, but you've forgotten something important (what can it be?)



Nick's five-step guide to Transylvania

1 • This is where Dracula resides when he's not off sucking someone's neck.

2 • If you meet a bat while walking down a Transylvanian street, don't pass the time of day with it (it's Dracula in disguise).

3 • It sounds a bit like Sylvanian Families which isn't a country at all. In fact it's a set of cuddly rabbits and the like wearing boxer shorts.

4 • The country is covered on all sides by land, so how did Spike the Viking get shipwrecked there in the first place?

5 • I'm sure it's a very nice place to go on your holidays... with a string of garlic, a sharp stake and a crucifix.

MARK



What the heck a big-bearded Scandinavian with cow horns on his bonce is doing in Dracula country I don't know, but *Spikey In Transylvania* is a very good (if tough) game. Plenty of brain exercise is needed because most of the puzzles don't have terribly simple solutions. Spike and co are monochrome, although the backgrounds are a kaleidoscope of colour. Sound is provided by a very jolly tune that plays throughout the game though it did grate after a while. *Spikey In Transylvania* is a really, really good arcade adventure but it's just lacking that certain something that prevents it being a Smash. • 85%



• Spike in the church, obviously praying for his friends' release

Rating

Wonderfully attractive arcade adventure with puzzles a-plenty (and beards, for that matter)

PRESENTATION	79%
GRAPHICS	82%
SOUND	78%
PLAYABILITY	79%
ADDICTIVITY	83%
Overall	82%



Sharkey's Moll

Cue a tinkling ragtime piano, lots of hoodlums with tommy guns and a guy wandering around saying 'You dirty rat!' and 'Okay blue eyes, it's the big sleep for you' because here's MARK CASWELL and he's off for a day's gangster busting!

Zeppelin Games ● £2.99

There's never an Untouchable around when you need one, is there? So, I guess, it's up to you as Lieutenant Sharkey to bring the bad guys to book.

One guy is top of your `most wanted' list, Rubbers Malone (no fnarr-type jokes, please!), who gained his nickname through his habit of wiping out his enemies. With trusty tommy gun and a limited supply of Molotov cocktails to hand, you hit the streets (they retaliate but you neatly duck — ho ho).

There are six levels to play through and all scroll at a slow-ish pace from left to right. Gameplay's in *Op Wolf* tradition, you aiming your cross-hairs and letting rip with your weapon (madam).

GANGSTER PRANKSTER

Be assured that your opposition, a vicious bunch of gangsters, will be on you like a ton of bricks in about three nanoseconds. Most walk on the screen from either side but others fire at you from cars or snipe from open windows in background buildings.

NICK

Anyone miss *Operation Wolf* when it was released? Well, if you did, all you need do is spend £2.99 on *Sharkey's Moll* because it's almost identical. The only real difference is the graphics — *Sharkey*'s set in the 1920s with lots of violin cases, trendy cars and dirty rats! Every sprite and background graphic has been excellently drawn with great detail — it's quite stunning. Any shoot-'em-up fan will have a field day with plenty of baddies to be popped and a few good guys to be avoided, too. The only moan is that we've seen it all before — are all the original ideas for games on summer holiday? If a good, cheap blaster is what you're after, *Sharkey's Moll* is the one for you; if you own *Op Wolf*, it's hardly worth bothering about. ● 62%





● Shoot the hitman in front of you before he can give you a dose of lead poisoning

To the right of the playing screen is the status panel that shows (from the top) the amount of ammo left, your supply of Molotov cocktails (real booze was prohibited) and your energy level.

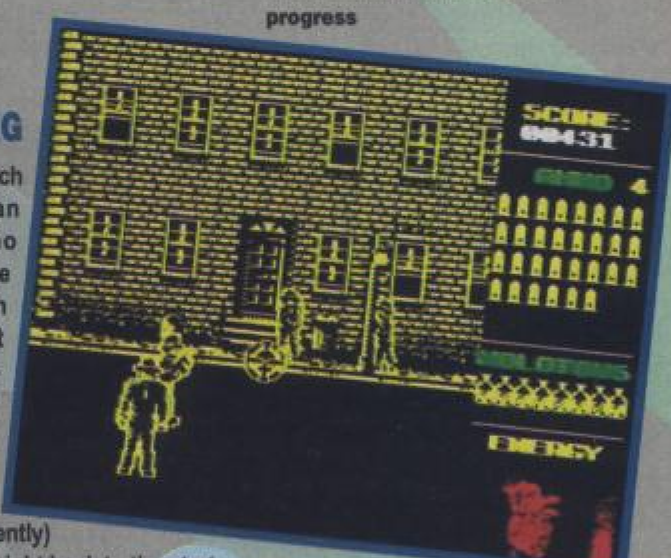
As you battle your way through the hail of Pb (that's scientific for lead, thickies) and dodge the odd flying bottle, you come across some very handy pick-ups. First Aid boxes replenish energy, ammo clips replenish your empty gun, machine guns provide much needed automatic fire and bottles restock your cocktail cabinet.

● Here pal, have a drink on me. Kaboom! (snigger)



REALLY SAYING SOMETHING

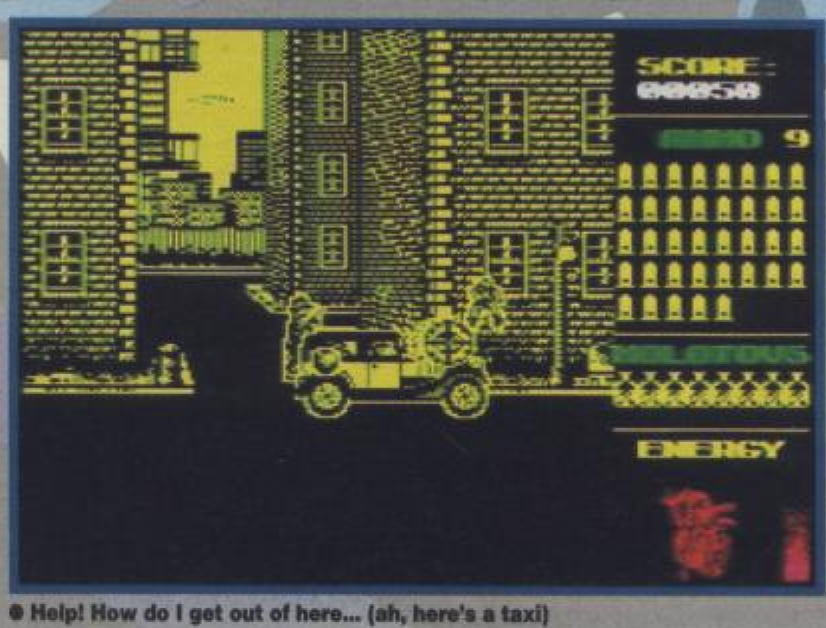
At the end of each level is an informer who points you in the right direction for the next battle. However, whatever (ever, *ever*) you do, don't shoot him (not even accidently) — if you do it's right back to the start of the current level. Annoying, eh?.



I love these blast-the-scum-away type games, and *Sharkey's Moll* is no exception. It really gets the old adrenalin going when the enemy troops pop up and take pot shots at you and, being a complete and utter psycho, I enjoy replying in kind.

The graphics are monochrome but very detailed, and an atmospheric tune tinkles away on the title screen. My only niggle is that the cursor is a bit on the sluggish side, thus quick movements are hard to achieve. This is annoying because if there are gangsters on either side of the screen most of your energy rapidly disappears. Despite this, *Sharkey's Moll* is well worth adding to your shopping list, especially of you're addicted to blasters! ● 84%

● Don't hit the informer, him ratting on his friends is vital to your progress



● Help! How do I get out of here... (ah, here's a taxi)

Rating

Really well presented and playable shooter, but we've seen it before somewhere...

PRESENTATION	70%
GRAPHICS	75%
SOUND	72%
PLAYABILITY	61%
ADDICTIVITY	65%
Overall	73%

Mountain Bike Simulator

Code Masters • £2.99

It's that tough sport for people with big leg muscles, and now it's on your home computer! Cycling up and down hills, through rocky patches, over rivers — it's all in this simulation. But, as NICK ROBERTS discovers it's a rocky ride!



Yes, it's all here — hills, valleys, ponds and tyre-burning leaps and landings. The question that springs to mind is... why? I've never really seen the point in making a game that's supposed to simulate a sport that relies on the wide open outdoors for its addictiveness. Perhaps it gives all the couch potatoes that sit at home all day long an insight into what they're missing!

I wouldn't mind so much if *Mountain Bike Simulator* were a half-decent game. *All Terrain Simulator* from Codies simulated a similar sport but that game was great fun to play.



• Own up — who filled the river with cement? It's a triple somersault to pike! A perfect ten!

OVER THE 'BARS

The trouble with *Mountain Bike Simulator* is that you can get thrown off your bike for the slightest thing. I mean, riding at a steady speed through a clump of grass wouldn't usually send you flying over the handlebars would it? When you come to a stretch of water that you should be able to fly through, spraying muddy liquid everywhere, it seems to be solid! Very peculiar indeed! Perhaps someone got there first with a bag of quick-drying cement or a big lorry of hard-setting jelly?

All the landscapes and the little rider on his bike are detailed enough and the eight-way scrolling's fine, but a spot of colour wouldn't have been much to ask, would it? Okay, so there's a colour change from level to level, but that's not enough to agitate my thrill sensors (who do you think you are — Tharg?! —Sub Ed).

• Yeee-har! I can fly! Silly cape and underpants worn over trousers not included!



ARRRRGGGHH!

The annoyance factor gets a massive boost when you fall off in the middle of a rough piece of land. Because the game only allows you to start biking once more on a straight, it scrolls the landscape slowly by until it finds one — with the timer going down all the way! Run out of time and it's game over (man). Not very fair at all, I'm sure you all agree!

Oh yes, and something else (moan, whinge, complain): a password system wouldn't have gone amiss, either — y'know, one every three levels or so. It's a pain having only one life to play with because if you find yourself on level three and you run out of time, you have to start again from the beginning.It's all a bit dull playing through levels you know you can do easily with a bit of practice.

Mountain biking has been computerised with much more success than this, but die-hard racers might be entertained by this simulation. • 46%



• Aarrgh! Someone's stolen the bridge! It's rip-roaring non stop action in this epic sim from the Codies. (Sarcastic caption courtesy of Nicholas G. Roberts).

MARK



You can be sure that the word 'simulator' in the title means that this is a Code Masters game and, unlike Nick, I enjoyed playing *Mountain Bike* you-know-what. Okay, so the sprites are monochrome and the biker isn't very well drawn, but I'm a sucker for a game with a time limit (the angst created is great and the language colourful!). Don't expect to be able to clear the first few tracks on your first attempt, a fair bit of hair tearing is in order before you reach even the end of level one. A couple of points do bug me, though, like: 1. Why can you sometimes ride across the water (has someone covered it with clingfilm?), when most times you crash, and 2. When leaping a broken bridge you sometimes fall through and stay on the bike, other times you gracelessly fly over the handlebars. Oh well... Despite reservations, *Mountain Bike Simulator* is a fun title and should provide entertainment for a while. Yeah, thumbs up. • 73%

Rating

Frustratingly crap or simply quite jolly? Depends how easily you're entertained, really

PRESENTATION	55%
GRAPHICS	57%
SOUND	50%
PLAYABILITY	53%
ADDICTIVITY	55%
Overall	**59%**

Insector Hecti in the InterChange

Hi-Tec • £2.99

Hecti is a smart insect. Indeed, he's so smart he's gone and got himself computerised so he can crack computer crime and stuff. He is, if you will, an Insector, and this is his first case. MARK CASWELL decided to help him out by telling other small creatures to bug off!



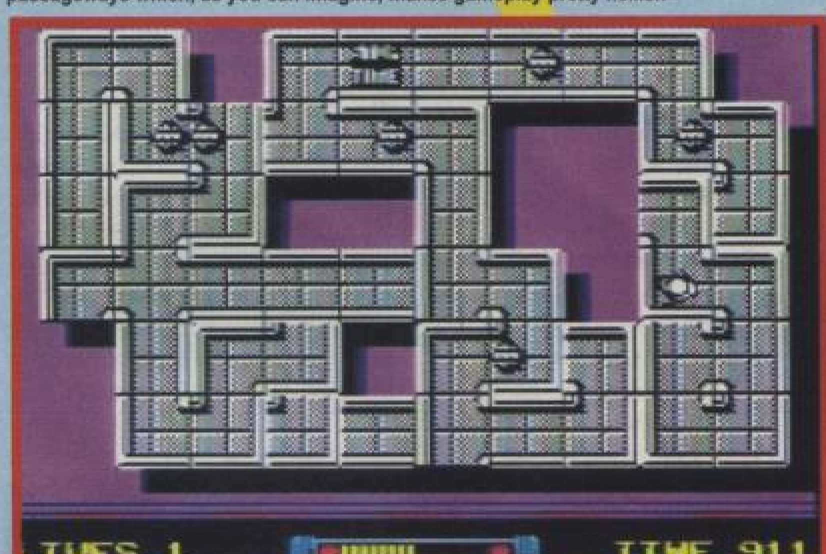
An evil villain calling himself Victor Virus has invaded a highly sensitive area called the Interchange. Now Hecti must enter the 50 levels of the Interchange and re-align all the junction blocks. Not so easy when Victor's henchmen are after you and there's a tight time limit in which to complete each level.

The first few are fairly easy. The action is viewed from above, looking straight down onto the maze. Most of the maze is intact but you'll notice from the screenshots how some of the blocks are out of place. It's these you have stand on and twist back into line.

But be warned: the henchmen are fast on their toes and, as it can be difficult to see which blocks are out of place, you may walk off the edge into oblivion.



• This one's dead crafty 'cos the way the tiles are switched blocks off some of the passageways which, as you can imagine, makes gameplay pretty hellish



• Everyone hated this screen, it's a bast to do . So many tiles, so little time!

UGLY BUG'S BALL

You start the game armed with a ball that can be thrown at attackers (rather like the old arcade classic *Mr Do*), but its range is limited, as is your supply of them.

Hecti's HQ are kind enough to teleport various useful items to you: Imploders destroy all attackers on the screen; Shields do the obvious, as do Speed-Ups, and Stasis freezes the swine in their tracks.

So basically, there you have it — complete each of the increasingly difficult mazes without being squished by the bugs, running out of time or walking off a block that's twisted the wrong way.

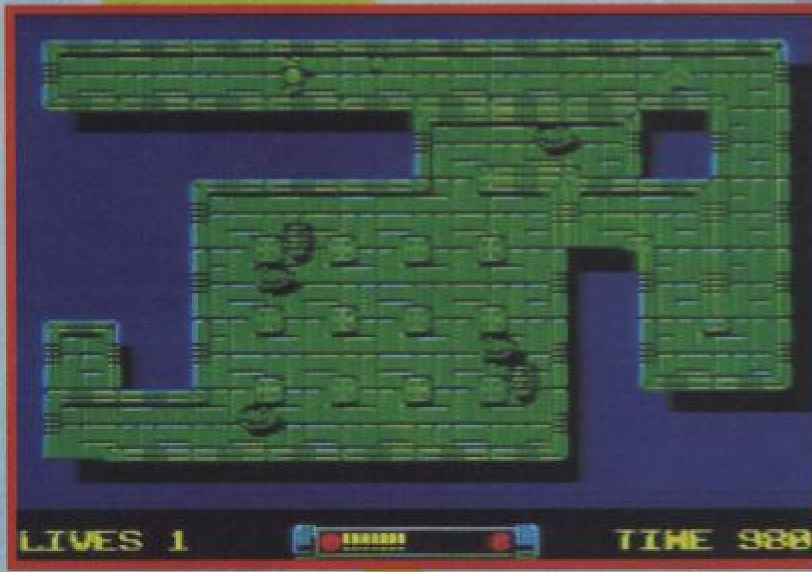
To begin with, I found the gameplay very frustrating, mainly because of the 'oh dear, I can't see the edge... *aaaaargh*' syndrome. But, after much squinting and practice, you can help Hecti dodge his way around the nasty bugs and punch their lights out.

The graphics are very detailed but sound is limited to an okay title tune and a few in-game spot effects. Overall, *Inter Change* is a fast paced and playable game that on later levels is really hair-tearing.

• 86%

• This is the first part of the Inter Change and there are many a tile to be switched





• A bit like Pac-man this screen (but it isn't). Lots of deadly creatures patrol the 'bit in the middle', so where's Gary Davi es?

RICH

Imagine *Pac-man*, *Mr Do* and, erm... some tricky puzzle game a bit like *Pipe Mania*. Okay? Squish all those ideas together and you got some idea of how neat *Inter Change* is. We like puzzle games and we like them even more at a cheerful price so *Inter Change* is pretty much ideal fodder. The gameplay's fast, furious and wildly addictive and the building difficulty level is just right, so you can get the hang of the controls and develop a few tactics before the really hard bits set in. Oh yeah, and a rousing 'hurrah!' to the programmers for putting in a password system so you can skip the levels you've mastered. The only problem *Inter Change* suffers from is the over-detailed graphics on the floor tiles — it can get confusing and a strain on the eyes at time. Never mind, you'll get hours of brain-blending fun with this one, and no mistake.



• 82%

Rating

Neat arcade puzzler with heaps and heaps of lastability

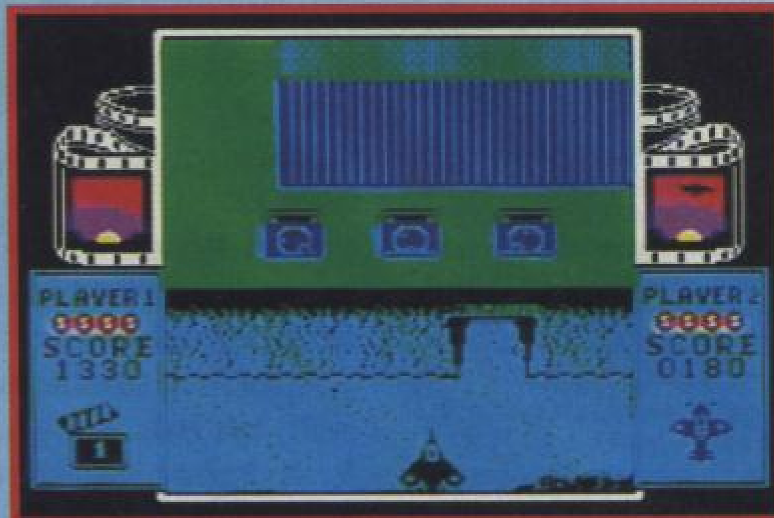
PRESENTATION	79%
GRAPHICS	81%
SOUND	70%
PLAYABILITY	83%
ADDICTIVITY	85%
Overall	**84%**

Sky High Stuntman

Code Masters • £2.99

Stunt men are silly sausages, aren't they, viewers? They leap out of huge burning buildings or hang onto the wing of an airplane and constantly deny they're anything like that awful Colt Whatsisface from *The Fall Guy*. Here's MARK CASWELL who gets the scenes rolling with a rousing cry of 'Action!'

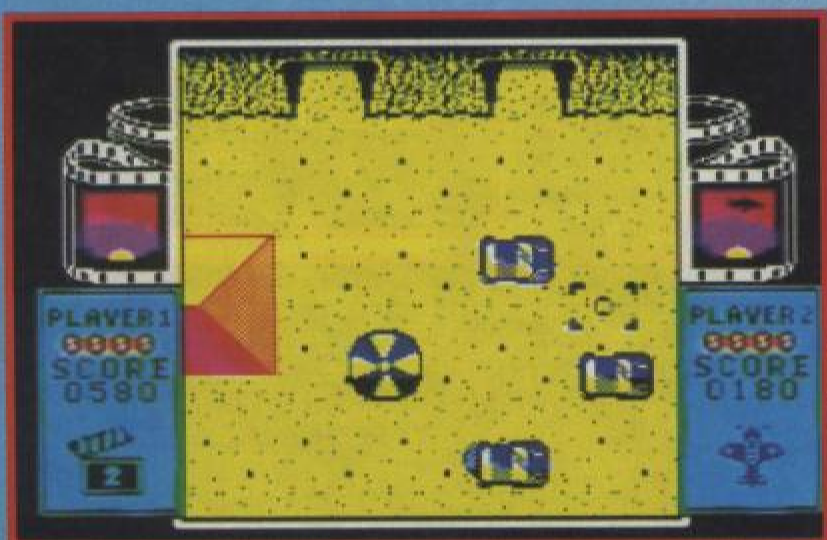




● It looks like your jet fighter is about to be shot down in flames. Well, three against one isn't very good odds



● In his balloon, Super Stuntman aims for a nasty gun



● I wonder which one is the director's car? This'll teach him to be stingy with the wages (snigger)

Sky High Stuntman is the second game in Code Masters' *Stunt Man* series and follows our old chum Super Stuntman around the set of his latest blockbuster film. The game takes place over five levels and has you piloting a range of airborne craft, starting with a helicopter.

The director shouts 'Action!' and the film starts rolling, or rather the scenery begins its vertical scroll. Against you are a range of helicopters, airplanes and ground-based guns, all letting rip with both barrels — and these guys don't fire blanks!

You're allowed up to five takes (lives) to complete a level, but if you lose them all it's end of game (and Super Stuntman's career). Luckily, you don't fire blanks either, so dodge your opponents' fire and give 'em a taste of their own medicine. Points are scored for each enemy destroyed, a large bonus awarded if you kill the big mid-level enemy.



● Triple trouble is at hand from these speedboats

OUTTA SIGHT!

Level two sees you up in a hot air balloon — here you have no control over which direction your craft moves (so pray you don't hit anything!). Instead, control is transferred to a large cursor with which you can aim bombs at the nasty attackers (but don't aim the cursor at yourself or you'll pop the balloon!).

If you survive that, levels three and four are set in a jet fighter and a monoplane respectively. To find out the have to play the game yourself, because I'm still trying to complete level four (!).

The graphics are okay, nothing to shout about but they're colourful and do the job. Gameplay is pretty easy and you should have the game completed in about, oooh, ten goes. I reckon a couple more games and I'll have level four licked and level five nearly cracked. *Sky High Stuntman* is one of those games that's fun to play but its simple content lets it down.

● 58%

NICK

From the spills of being the original *Super Stuntman* racing about and risking life and limb in a car, we now take to the air. Funny thing is, *Sky High Stuntman* looks more or less the same. The only difference is that the action is up in the clouds. The object is simply to blow away all the nasty-looking things that come on screen and fire at you. Simplistic fun? I think not, it's all too repetitive, really. ● 45%



Rating

Five levels of high-flying stuntman fun but it's all too simple and similar to the original.

PRESENTATION	50%
GRAPHICS	49%
SOUND	51%
PLAYABILITY	54%
ADDICTIVITY	52%
Overall	**51%**

Virtual Worlds

Domark/Incentive • £19.99 • Compilation



It's not very often a game comes out that takes a computer into a whole new dimension, but that's exactly what happened when Incentive unleashed *Driller* into the world. Programmed using a new technique called Freescape, it blew away every so-called 3D game that came before it. NICK ROBERTS makes the journey into 3D City.

There have been four main Freescape games from Incentive: *Driller, Dark Side, Total Eclipse* and *Castle Master*. But what you might not know is there have been special editions of the last two created especially for members of The Home Computer Club.

This compilation includes *Driller, Total Eclipse, Castle Master* and the latest Freescape game — *Castle Master II — The Crypt* — but surprisingly not *Dark Side*!

A BIT ABOUT FREESCAPE

So what's so amazing about the Freescape graphics system anyway?

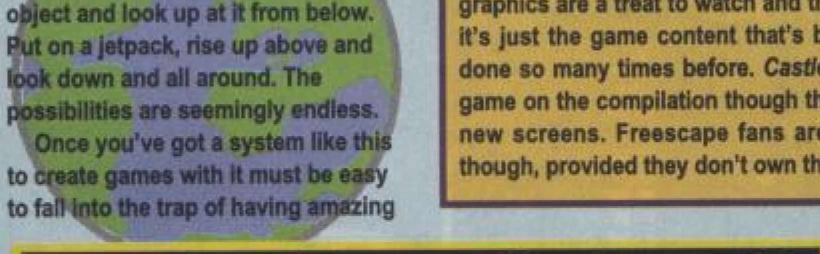


● It looks like rain! I wonder if the king of the castle will let you in for a cuppa?

Well, it enables the programmer to create new worlds using solid three dimensional graphics. These worlds can then be explored with immense freedom.

You can walk, run, crawl and fly around as if you were actually there (sort of). You can walk toward an object and look up at it from below. Put on a jetpack, rise up above and look down and all around. The possibilities are seemingly endless.

Once you've got a system like this to create games with it must be easy to fall into the trap of having amazing graphics but no gameplay at all. Luckily, Incentive managed to steer away from this path by changing the locations of the games and giving the player something different to do than just walk around collecting objects.



● I want my mummy (ho ho)! Sorry, that wasn't funny. That's plane in the backgroup (with something useful in it, we'll be bound).

CRYPT — REALLY CM 2?

Driller, Total Eclipse and Castle Master we've covered plenty of times and they're all very good.

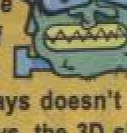
But what of this new(ish) game, *The Crypt*? Basically, it's *Castle Master* with redefined screens. This can't have been very difficult with the new Domark/Incentive release *3D Construction Kit* around! If you've bought this games creation utility you'll know just how easy it is to make a game. However, I'm not moaning (not much, anyway) because all Freescape fans will love a new game to tackle and there are plenty of new puzzles and scenes to entertain.

If you haven't already got all the Freescape games in your software collection, this is an excellent opportunity to pick up most of them at once. I can't imagine what made them leave *Dark Side* out of the compilation, though, as it was one of the best games. Software houses, eh? ● 88%



● Spooky goings on down in the Crypt.

MARK



Oh dear, am I getting all old and crotchety? Or are there others becoming slightly bored with the whole Freescape phenomena? When *Driller* and *Total Eclipse* were first released I raved over them (as did the rest of the CRASH team). But don't get me wrong, just because I'm not going over the top about Freescape these days doesn't mean they're anything less than technically superb. As always, the 3D shaded graphics are a treat to watch and the puzzles are as brain-bending as ever; it's just the game content that's bordering on the tedious 'cos it's been done so many times before. *Castle Master 2 — The Crypt* is the only new game on the compilation though that's only *Castle Master* with a couple of new screens. Freescape fans are urged to purchase this compilation, though, provided they don't own the games separately. ● 84%

Rating

Great compilation, representing a landmark in Speccy gaming

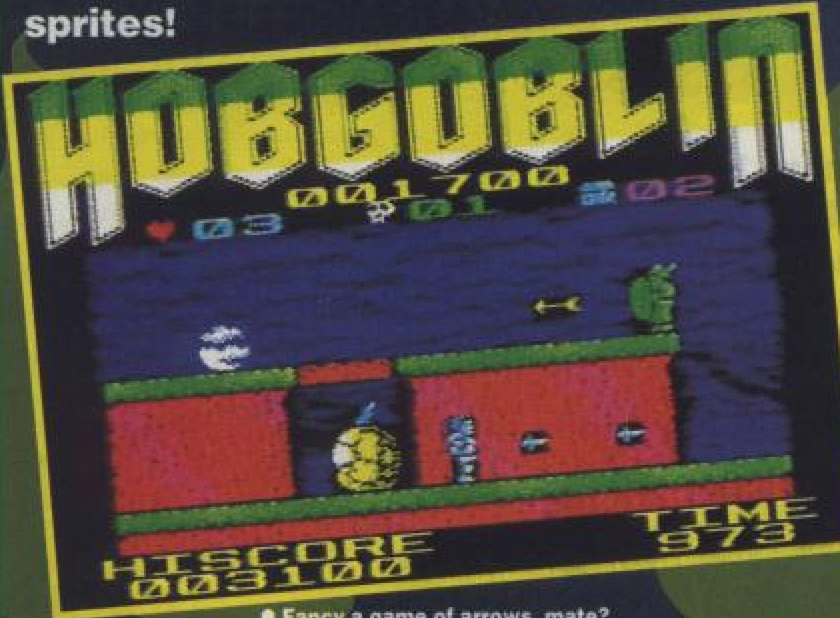
DRILLER	87%
TOTAL ECLIPSE	88%
CASTLE MASTER	85%
THE CRYPT	85%
Overall	**86%**

Hobgoblin

Atlantis ● £2.99

Is there something lurking at the bottom of your garden? There is? Coo! Oh, it's a snail. Well, think on — it could be a demonic horde of hobgoblins (with a myriad of disgusting habits). And here's NICK ROBERTS to sort them out as he deals out a few pointy sticks at the spooky sprites!





● Fancy a game of arrows, mate?

Altoris was a peaceful land, full of loving people who wouldn't hurt a fly, never mind go into battle against hordes of hobgoblins and ghosts. Surrounded on all sides by thick woods and smelly swamps where these nasties lived, the people were under constant attack. What kept them safe was the Golden Orb, a magical bedside lamp-like object that warded off all evil, but now — quelle surprise — it's been stolen!

Your father and king of the land of Altoris, King Garath, has summoned you to go after the Golden Orb and restore peace. You'll need to arm yourself heavily for the journey as every step you take brings more danger.

SHOOTIN' DAGGERS

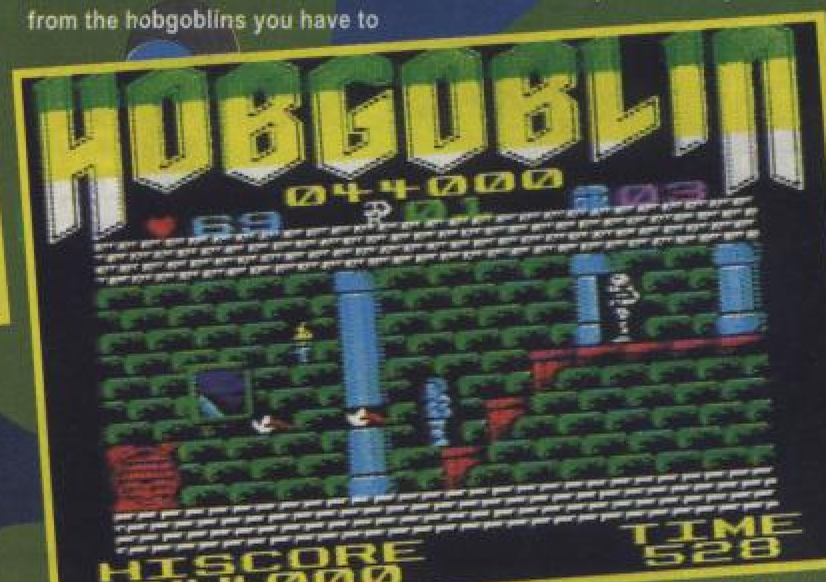
You start off with nothing but a small dagger to defend yourself with, collecting the glowing treasures and daggers that enemies leave behind will increase this to axes, arrows and fireballs. You're blessed with three lives and collecting three glowing skulls will give an extra one to play with.

To take the Golden Orb back from the hobgoblins you have to travel through different types of terrain, shooting all the time in case of a surprise attack. Starting in the woods you have to negotiate stepping stones over a treacherous river and fight your way through a castle to the centre, where the Orb is being held by those evil little monsters. Oooooooow!

WHAT NICE SCENERY!

The land of Altoris has some impressive graphics. The block colour method has been used giving a black outline to all the characters but doing away with any hint of colour clash that would otherwise be seen.

I particularly like the way the scenery scrolls by with a mountainscape stationary in the background. It gives a real feeling of depth. What you've basically got with *Hobbers* (as we affectionately call it) is a cheap and cheerful *Ghosts 'N' Goblins* look-alike game that could've been in *Stars In Their Eyes*. It's a bit difficult to start with but hardened slash and bash fans will love every minute of it and that's a fact. ● 69%



● Roll out the barrel... if you're drunk the axes might not hurt as much!



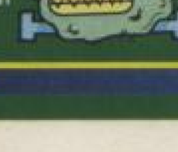
● Jumping flying fish is an everyday occurrance for our hero.



● The hills are alive with the sound of gunfire! Rescue the Von Trappe family and win a car!

MARK

At first glance *Hobgoblin* is okay, but on closer inspection it looks like a game from a few years ago. The sprites are small blobby creations that, while they're at least colourful, carry a black square around them. Gameplay is perilously close to zero, I'm afraid — I only just about stayed awake long enough to play four games in a row and it wasn't until I'd consumed a large cup of coffee that I was able to attempt a fifth. All the game consists of (as far as I can see) is running along shooting a few enemy soldiers, running along a bit further and shooting someone else... (repeat until you fall asleep). *Hobbers* didn't attract my attention for very long at all. ● 31%



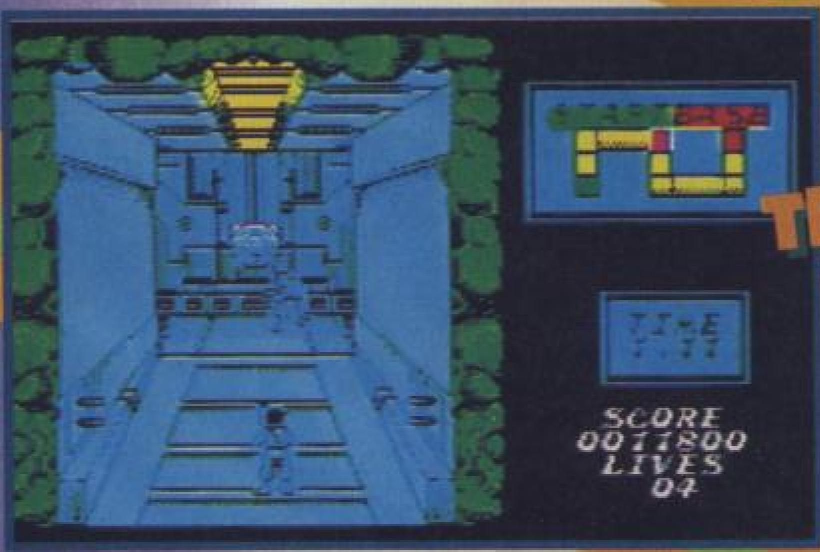
Rating

Simple, uncomplicated arcade romp affair — too simple for some

PRESENTATION	56%
GRAPHICS	56%
SOUND	37%
PLAYABILITY	45%
ADDICTIVITY	48%
Overall	**50%**

Gryzor

The Hit Squad • £3.99

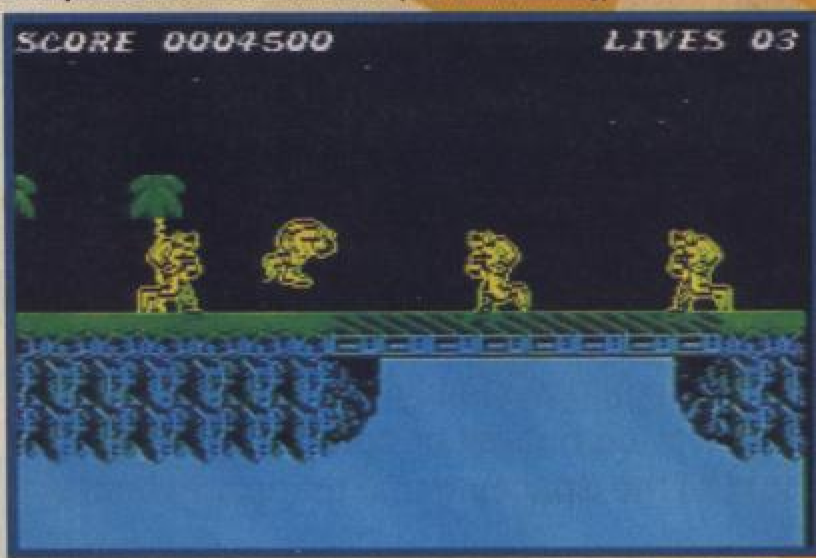


● Mr Gryzor now plays hide and seek in a 3D maze section

In the not too distant future, it would seem that a race of aliens calling themselves the Durrs (they sound a bit spoddy to me) will land on the Earth and, in a remote spot, build an atmosphere processing plant. With this they plan to bring about another Ice Age and thus destroy the human race. How unpleasant.

A-ha! But not if Lance Gryzor (ie, you) has anything to do with it! Lance (crap hero's name, that) is a member of Federation for Earth's Defence who has to infiltrate the five levels of blasting action and reach the Durr stronghold before they have the chance to switch their machine on.

● Here's Lance performing a triple somersault backflip with half pike as he attempts to evade the evil henchmen (and fails miserably)



Aliens are not to be taken lightly, though — they send in plenty of henchmen stop our square-jawed hero. Though his weaponry is limited at the start, there are collectable weapons along the way.

As scrolly blasting games go *Gryzor* isn't too bad, although the monochrome sprites are almost invisible against some of the garishly coloured backgrounds (very irritating). Be prepared to apply for your Spectrum's pilot's licence: the enemy hordes are pretty vicious and take a lot of practice to get past and will have you chucking your Speccy out the window in frustration. In short, *Gryzor* is probably for people with milder temperaments than mine.

● MARK

Rating

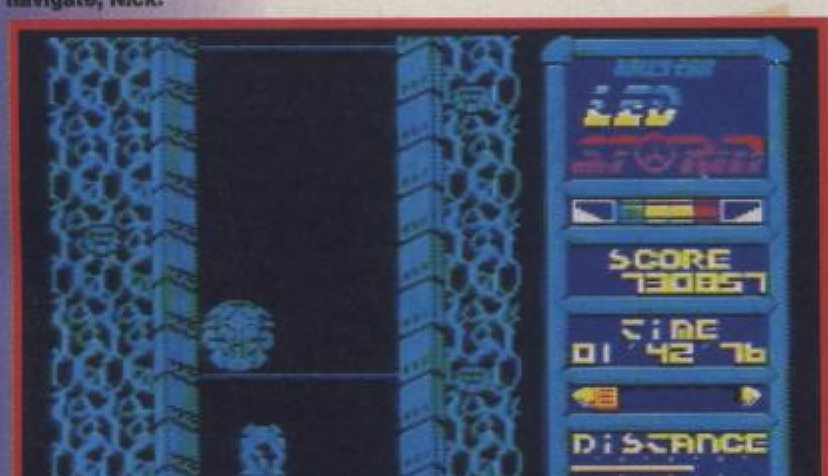
PRESENTATION	70%
GRAPHICS	68%
SOUND	62%
PLAYABILITY	63%
ADDICTIVITY	60%
Overall	**65%**

LED Storm

Kixx • £3.99



● Who suggested we drive down this canyon — that's the last time you navigate, Nick!



● With very little energy left, you meet up with a creature from your worst nightmare (yes, it's the mother-in-law)

A CRASH Smash

In the future, traffic congestion forces huge skyways to be built, but that doesn't mean the amount of traffic is any less. Indeed, as you travel through the nine vertically-scrolling levels that make up *LED Storm*, you're hassled by attackers.

You start in Capital City with the task of reaching the checkpoint at the end of the level in one piece. Conspiring against you are cars of various sizes, frogs, patches of oil and water and huge chasms that seemingly appear from nowhere.

Although your car has no guns to defend itself with, it has the rather natty ability to jump in the air, squashing all beneath its tyres when it lands. The current level must be completed before your energy runs out, or it's game over for you, matey.

Luck is on your side because fuel cans and energy tablets can be collected and used to push you a bit further.

I loved this game to bits when first reviewed two years ago and my opinion hasn't changed one bit. This is one of the best racing games around and although it takes a lot of practice to reach the end, it's well worth the effort. You would be very silly indeed not to add this game to your collection.

● MARK

Rating

PRESENTATION	89%
GRAPHICS	85%
SOUND	82%
PLAYABILITY	89%
ADDICTIVITY	90%
Overall	**90%**

On Thursday August 15 CRASH gives you the ultimate Speccy experience!

✪ Next Month ✪

On next month's Powertape: the game that revolutionised Speccy gaming WILL BE YOURS!

The Lords of Midnight

The Complete Game

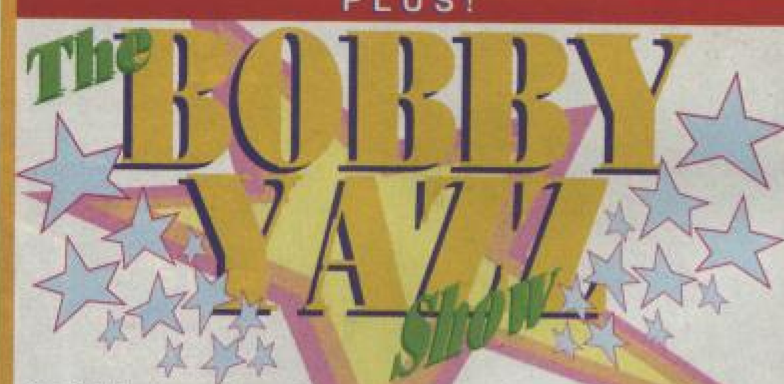
✪ The award-winning arcade adventure with 32,000 location views! ✪ It's an epic, using the Landscaping system you can walk anywhere, see anything ✪ Never on budget or compilation, this is your only chance to get hold of the Speccy game that made history!

Don't Lose Your Maps!

The Lords of Midnight is a complex game, that's why we've given you the map to the game this issue. Hang on to it, study it and you'll half-prepared for the epic quest that awaits you next month! Plus, next month, we'll feature a *Lords of Midnight* playing guide written by ex-CRASH Playing Tipster Robin Candy — the first player to complete the game!



PLUS!



✪ A brilliant arcade puzzle game that received 85% in the CRASH review but it has NEVER been published! This is your only chance to play this incredibly addictive game of 80 puzzle-packed levels!

Dear Newsagent

Hello! There's absolutely no way I want to miss out on the next issue of CRASH so please save me a copy every month (after all, they are publishing the cover cassette to beat all cover cassettes!). Ta very much.

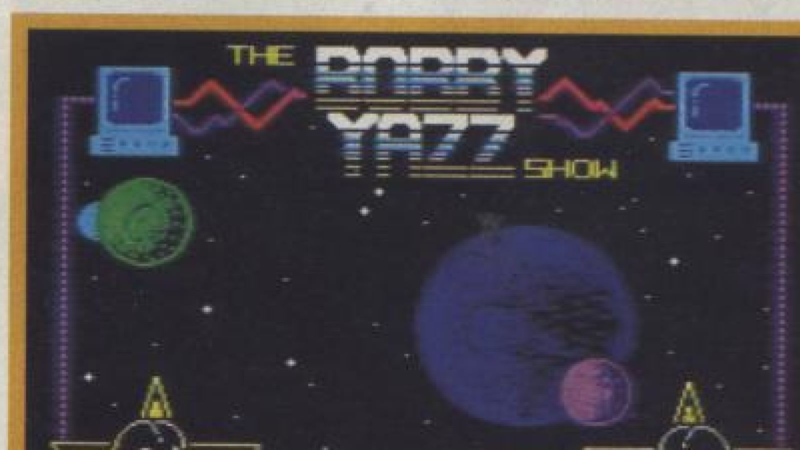
Name ....

Address ....

....

....Postcode..............................

CRASH is published every month by Newsfield Publications Ltd (0584 875851) and is distributed by COMAG.



THE SAM MISSION

STARDATE...DECEMBER 1990...
Co-ordinates set for mission launch....
SAM Coupé in 70 UK shops....

STARDATE...JANUARY 1991...
Launch of 1Mb memory expansion, SAMbus and MasterDOS....

STARDATE...MARCH 1991...
Coupé sighted in Poland, Portugal, Denmark....
"The Messenger" opens new Spectrum/SAM relationship.



LATEST SIGHTINGS:
Klax, Escape from the Planet of the Robot Monsters, Midi Sequencer, Quizball....

PRIORITY ONE MESSAGE...
SAM COUPÉ WITH 1 DRIVE
NOW £199.95

256K Memory - 780K Disk Space - 128 Colours - 6 Channel, 8 Octave Stereo Sound - Flash Art Package - Disk Utilities - Mouse Port - Joystick Port - Light Pen Port and Midi all included - Suitable for T.V. or Monitor.

...CONTACT MISSION CONTROL FOR LATEST PD SOFTWARE NEWS...



MISSION OBJECTIVES: TO TAKE THE SAM COUPÉ TO EVERY CORNER OF THE UNIVERSE, SPREADING WISDOM, KNOWLEDGE AND PLEASURE...

KEY CREW - TEAM SAM

SAMCO . . . 0792 700300 . . . Mission Command
ENIGMA VARIATIONS . . . 0423 501595 . . . Programming and Data
PBT ELECTRONICS . . . 0639 885008 . . . Damage Control
FORMAT PUBLICATIONS . . . 0452 412572 . . . Counselling.

CAPTAIN'S LOG...
UPDATED WEEKLY.
PUBLIC ACCESS
ON 0898 299380.

calls charged at 44p (33p off peak) per minute



GROUND SUPPORT

SRS Micro Systems - Watford
Hi-Tek - Bexleyheath
Anco - Dartford
1066 Software - St. Leonards
A & C Computers - Farnborough
Columbia Computers - Bournemouth
Estuary Computers - Southend
Computer Games Shop - Newport IOW
GC Electronics - Consett
YVJ International - Reading
Baytree Bookshop - Waterlooville
Holburn Software - Aberdeen
Long Eaton Software -Nottingham
Computer Wize - Sutton Coldfield
Comtazia - Walsall
Daval Electronics - Peterborough
Scunthorpe Computer Centre
The Micro Shop - Glasgow
Mag Components - Birmingham
Premiere Computers - Dublin
Peterlee Computer Centre
Microtyne - Newcastle
Alnwick Computerware
Scan Computers - Rochdale
Errington Computers - Spennymoor
Bolton Computer Centre
Microsnips - Wallasey
Discoland - Doncaster
Simply Software - Hull
Software Emporium - Norwich

1234

Send a large stamped addressed envelope to Mission H.Q. for further data . . . product range, software, specifications, prices and dealers.

Name ....
Address ....
....
....Post Code ....

SAM Computers Limited, Lakeside, Phoenix Way, Swansea Enterprise Park, Swansea. SA7 9EH

SAM coupé



THEY DESTROYED EVERYTHING HE HAD
ALL THAT HE LOVED
EVERYTHING THAT HE WAS

NOW CRIME HAS A NEW ENEMY
AND JUSTICE HAS A BRAND NEW FACE

DARKMAN

FROM

ocean

OCEAN SOFTWARE LIMITED . 6 CENTRAL STREET . MANCHESTER M2 5NS . TEL: 061 832 6633 . FAX: 061 834 0650